

Third Edition • 1604

BATTLETECH[®]

A GAME OF ARMORED COMBAT



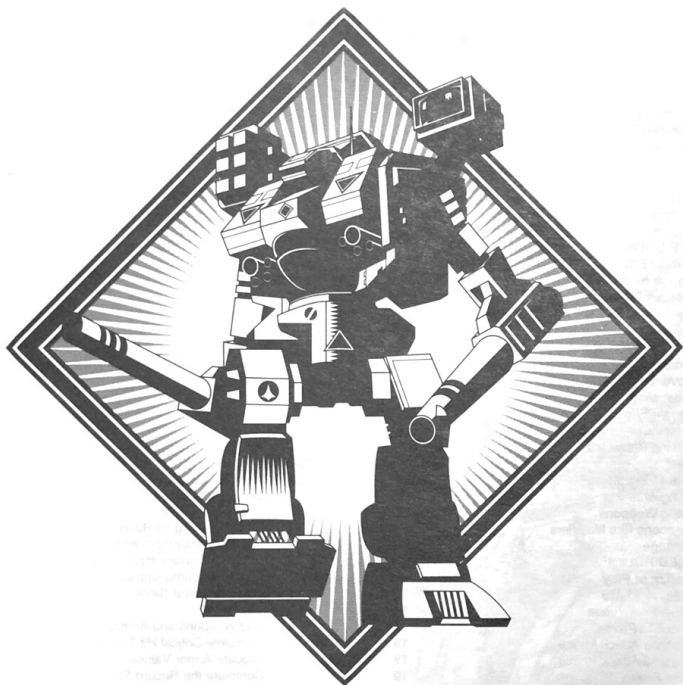
FASA
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3RD EDITION • FASER CORPORATION



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1992

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BATTLETECH THIRD EDITION

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INTRODUCTION

BattleMechs are the most powerful war machines ever built. These huge, vaguely man-shaped vehicles are faster, more maneuverable, better-armored, and more heavily armed than any other combat unit in history. Equipped with deadly weapons such as particle projector cannons, lasers, rapid-fire autocannons, and missiles, these behemoths dominate the battlefields of the 31st century.

BattleTech is a war game that pits 'Mech against 'Mech on the battlefields of the Inner Sphere. Each player controls one or more **BattleMechs**, recording damage sustained during the battle, deciding how each 'Mech moves, when to fire the weapons, and at what targets. The outcome of the battle is determined by the players' decisions and the luck of the dice.

HOW TO USE THIS BOOK

This book is divided into two major sections, **The Rulebook** and **The BattleTech Universe**. As its name implies, **The Rulebook** explains in a clear, step-by-step fashion how to play the game. The section entitled **The BattleTech Universe** sketches out the fictional background on which the **BattleTech** game is based.

The Rulebook is divided into several sections. **Basic Rules** explains movement and combat, with training scenarios specially designed to help new players reinforce their understanding of these essentials. The **Advanced Rules** also move step by step through the more complex game concepts and refinements such as heat, piloting, critical hits, and so on. These rules are also keyed to special scenarios to ensure that players have a good grasp of each new concept. **BattleMech Design** provides instructions for custom-designing new 'Mechs from the ground up. As stated above, the **Training Scenarios** section lets players practice playing the game, gradually adding options as they learn new rules.

The BattleTech Universe section provides an overview of the game's fictional background up through the year 3025, including a quick rundown of **BattleMech** technology and the basic military setup and tactics of the Inner Sphere.

Players new to the **BattleTech** game system should note that the fiction has actually progressed chronologically since the game first appeared in 1985. Indeed, millions of words have been published in game supplements, scenarios, and sourcebooks. There are also the **BattleTech** novels (fourteen published to date and more on the way each year), which represent some of the richest background source material for the game.

The **BattleTech** universe is presently set in the year 3055. Much has happened in the thirty years since 3025, including several wars, major technological innovations, and an invasion by an alien culture. Those events changed the universe, and because they would also change the game beyond the scope of basic **BattleTech**, this game is set in a simpler age.

As players become more experienced, they may wish to explore the expanded universe of the novels and other source material, using what they like if they so desire. Or they may be content to remain in the year 3025, which was a critical turning point for the Inner Sphere and thus offers a wealth of ideas for games or extended campaigns.

COMPONENTS

This box contains everything needed to play **BattleTech**. Before starting play, check the contents of this box to be sure that all the following components are included:

- 1 rulebook
- 1 book of record sheets
- 2 six-sided dice
- 14 plastic miniatures
- 2 22" x 17" map sheets

MINIATURES

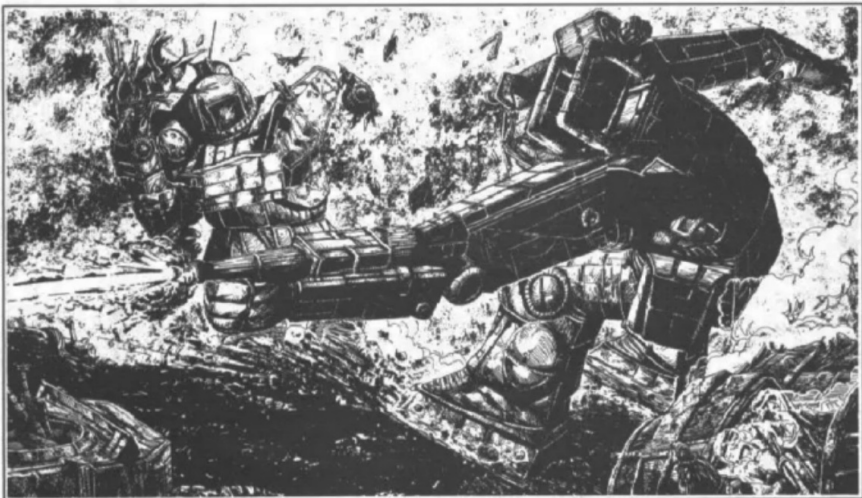
This game features fourteen plastic playing pieces that represent fourteen different **BattleMechs**. These playing pieces are used to show the position of each 'Mech on the mapsheet and keep track of its movement during the game.

BATTLEMECH RECORD SHEET

The **BattleMech** record sheet is used to keep track of the damage done to a **BattleMech** during combat. Each section of the record sheet is used to keep track of a different aspect of game play. Many of these sections are used only with the advanced rules, and so should be ignored until the rules refer to them.

The image shows a preview of the BattleTech Record Sheet, which is a form used to track combat data. It includes sections for:

- Basic Data:** A section for recording basic information about the 'Mech, including its name, model, and pilot.
- Current Hit Table:** A table for recording the current status of the 'Mech's various components, such as its head, torso, and limbs.
- Damage Log:** A section for recording the damage sustained by the 'Mech during combat, including the type of weapon used and the amount of damage.
- Notes:** A section for recording any other relevant information, such as the 'Mech's position on the map or any special abilities.



MAPSHEETS

The two 22-inch by 17-inch mapsheets are used to regulate movement and combat. The forests, rivers, hills, and rough areas on the mapsheets represent a typical mixture of the terrain found on the water-rich planets where most 'Mech battles are fought.

DICE

BattleTech uses two six-sided dice. The abbreviation D6 means "six-sided die" and is usually preceded by a number which indicates how many dice to roll. For instance, 1D6 means the player rolls a single die and reads the result. If the rules call for a 2D6 roll, the player rolls two dice and adds them together for the result.

PREPARATION FOR PLAY

Before beginning a game, the players must agree on the type of scenario they want to play and set up and prepare the game components accordingly.

SCENARIOS

Unlike most board games, which are played the same way every time, each **BattleTech** game is different. From game to game the map, the playing pieces, and even the rules may change.

The scenario determines what **BattleMechs** will be involved in the battle, on what kind of terrain they will fight, and the victory conditions. The victory conditions explain the object of the game and how to decide who wins.

Four training scenarios are included in this book. (The training scenarios probably provide the easiest and most efficient way to learn to play the game. To use the training scenarios, the players simply read the rules until directed to play one of the scenarios. By using the training scenarios in order, players become familiar with all the rules.) More are available in **BattleTech** scenario packs, and players may create their own.

MAPSHEETS

After choosing a scenario, the players lay out the mapsheets on which the game will be played. In a published scenario, the Game Set-Up section specifies which mapsheets to use and how they should be arranged.

If the players have created their own scenario, the mapsheet or -sheets should be laid out on a table or on the floor in a way agreeable to all players. Additional maps depicting many different kinds of terrain are available in the **BattleTech Map Sets**.

RECORD SHEETS

Players must fill out a record sheet for each 'Mech involved in a battle in order to keep track of the 'Mech's exact configuration, damage taken, and other combat options. The **BattleTech Technical Readouts** provide information on 'Mechs not described in this game, and new 'Mechs may be created using the rules in the **BattleMech Design** section, p. 42.

Pre-filled-out record sheets are provided for the fourteen 'Mechs included in the basic game. **BattleTech Reinforcements** and **BattleTech Record Sheets** provide filled-out record sheets for the 'Mechs described in the **Technical Readouts**.

BASIC BATTLETECH



BASIC BATTLETECH



BASIC BATTLETECH

This section explains how **BattleTech** is played. New players should read the rules they will be using at least once before beginning play. Those new to wargaming may find some of the rules confusing at first, but after a game or two the basic concepts will become second nature.

SEQUENCE OF PLAY

A **BattleTech** game consists of a series of turns. Each turn represents ten seconds of game time. During each turn, all BattleMechs on the map will have an opportunity to move and fire their weapons.

A turn consists of several smaller segments, called phases. During each phase, players will take one specific type of action, such as movement or combat.

During every turn, the players execute the phases in a specific order. The order is as follows, and each phase is further explained below:

- Initiative
- Movement
- Weapon Attack
- End Turn

INITIATIVE PHASE

A typical battle consists of two or more players taking opposing sides in a single contest. Initiative determines when each side will act in each of the phases of a game turn.

At the start of each turn, one player from each side rolls 2D6 for his team's Initiative. The side with the highest result wins the Initiative. Both sides roll again to break a tie.

Four players are involved in a battle. Players A and B are on one side and players C and D are on the other. Player A rolls 2D6 for his side's Initiative and gets a result of 7; Player D rolls 2D6 for his side's Initiative and also gets a 7. Because they are tied, the players need to "roll off." Player A rolls 6 this time and Player D rolls an 8, giving Player D's side the Initiative.

MOVEMENT PHASE

First, the team that lost the Initiative moves a BattleMech, then the team that won the Initiative moves a BattleMech. Movement alternates between sides until all 'Mechs on the map have been moved.

If, prior to any pair of movements, one side has twice as many 'Mechs left to move as the other side, that side moves two 'Mechs. If one side has three times as many 'Mechs, it moves three, and so on. This means that the side that won the Initiative always moves at least one of its 'Mechs last.

Team A has three 'Mechs and Team B has five. Team A won the Initiative, so Team B starts the Movement Phase by moving one 'Mech. Team A responds by moving one of theirs. Because Team A now has two 'Mechs and Team B has four, Team B moves two 'Mechs this time and Team A moves only one. Team B still has twice as many 'Mechs as Team A. They move their last two 'Mechs, then Team A moves its last 'Mech, ending the Movement Phase.

WEAPON ATTACK PHASE

Players declare and resolve all weapons fire during this phase. They also allocate and record any damage inflicted by these attacks on the damaged 'Mech's record sheet.

Declaration

The side that lost the Initiative chooses a BattleMech to declare weapons fire first. The player controlling that 'Mech declares any attacks he plans to make, specifying what weapons will be used and against which target or targets.

Next, the side that won the Initiative declares weapons fire for one of its 'Mechs. Declaration alternates between sides until all weapons fire has been declared.

If, prior to any pair of declarations, one team has twice as many 'Mechs left to declare weapons fire as the other side, that side declares for two 'Mechs. If one side has three times as many 'Mechs still to declare weapons fire, it declares for three, and so on, so that the side that won the Initiative always declares the last attack.

Resolution

Players resolve weapons fire on one BattleMech at a time. All weapons fire is simultaneous, so the order in which it is resolved does not matter.

Because a 'Mech usually fires several weapons each turn, it is easier to keep track of which weapons have been fired by resolving all of one 'Mech's attacks at once. Have each player resolve all the attacks for all his 'Mechs before any other player resolves any attacks.

Allocation

Damage is recorded as attacks are resolved, but the damage does not take effect until after all declared weapons fire has been resolved. After all attacks have resolved all their 'Mechs' weapons fire, all damage takes effect simultaneously.

END TURN

When the Initiative, Movement, and Weapon Attack phases are finished, the turn is over. A new turn begins with a new Initiative Phase. This process is repeated until the victory conditions for the scenario being played have been met, at which time the game ends and a winner is declared.

MOVEMENT

The 22 x 17 inch mapsheets used in this game are divided into six-sided areas called hexes, which are used to regulate movement and combat. Each hex on the mapsheet represents an area thirty meters, or roughly one hundred feet, across.

BattleMechs move by spending movement points (MP). The number of MP a Mech can spend during the Movement Phase of any turn is determined by the movement mode the player chose at the start of the phase and the Mech's MP for that mode, as listed on the record sheet.

MOVEMENT MODES

The player moving a Mech chooses the movement mode that Mech will be using during a turn. At the beginning of the Movement Phase, the player announces the movement mode his Mech will use and the number of movement points it may spend. A Mech's MP rating appears in the upper right-hand corner of the record sheet.

A Mech may not mix movement modes during the course of a turn. The player must choose one of the following movement modes and may not attempt to move in two different modes.

Mech Data	
Type:	WARHAMMER
Tonnage:	25 tons
Movement Points:	
Walking:	4
Running:	6
Jumping:	0

Standing

A standing BattleMech stays in the hex in which it started the turn. It does not move at all, not even to face another side of the hex. A standing Mech suffers no penalty to weapons accuracy when firing on a target, but it offers a stationary target to any Mech firing upon it, and the attacking Mech also suffers no movement penalty.

Walking

A walking BattleMech may expend movement points up to its Walking MP rating. A walking Mech suffers a small penalty to its accuracy when firing weapons, but because it is a moving target, a walking Mech is less likely to be hit. These modifiers are described in *Combat*, p. 12.

Running

A running BattleMech moves further in a turn than a walking BattleMech by spending movement points up to its Running MP rating. As when walking, a running Mech has a harder time hitting a target, but running also makes a Mech more difficult to hit.

Jumping

Some BattleMechs come equipped with powerful thrusters called jump jets that can lift them into the air for a short period of



time. Only those Mechs with a Jumping MP rating are jump-capable. Firing weapons accurately is even more difficult for the pilot of a jumping Mech, but a jumping Mech can avoid some types of terrain and is harder to hit than a Mech moving along the ground.

OTHER MOVEMENT

Two additional rules affect BattleMech movement.

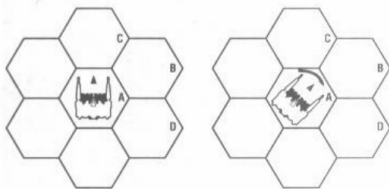
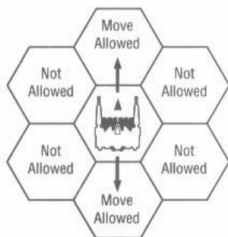
Facing

Every hex on the map has six edges, called hexsides. Every BattleMech on the map must be oriented to face a hexside. A Mech is considered to be facing the direction its feet are pointing. A Mech's facing affects both movement and combat, and can only be changed during the Movement Phase.

Mechs can move forward into the hex they are facing or backward into the hex directly behind if they are walking (see *Moving Backward*, p. 12). A Mech cannot move into any of the other surrounding hexes unless it changes its facing first.

To change its facing, the Mech turns until its feet point to the hexside of the direction in which it wants to move. Changing facings costs 1 MP for every hexside a Mech turns. For example, turning around to face the opposite direction requires a three-hexside turn and costs 3 MP. A BattleMech may change its facing more than once in its movement. For example, a Mech may change facing, walk forward one hex, and change facing again, as long as it has sufficient MP.

If a BattleMech is not clearly facing a hexside, the Mech should be turned to face one of the two nearest hexsides, chosen by a player on the opposing side.



In the diagram above, a player wants to move his BattleMech from Hex A into Hex B. However, the BattleMech is currently facing Hex C, and so may not move to Hex B. If the BattleMech changes its facing, as shown in Figure 2, the BattleMech may move into Hex B. This facing change costs 1 MP.

If the player wanted to move the BattleMech into Hex D (without moving backward), the BattleMech would have to make a two-hexside facing change, at a cost of 2 MP.

Stacking

At the end of the Movement Phase, only one BattleMech can occupy any one hex. During the Movement Phase, a Mech may move through hexes occupied by friendly Mechs. A Mech may not move through a hex occupied by an enemy Mech, and may not end its movement in a hex occupied by another Mech.

TERRAIN EFFECTS ON MOVEMENT

A Mech must spend 1 movement point to move one hex through clear, unobstructed terrain. If the terrain being crossed is not a Clear hex, the Mech must spend additional MP to move through it (see **Movement Points Table**, p. 11).

The forests, rivers, hills, buildings, and rough areas on a BattleTech mapsheet represent a typical mixture of the terrain found on the habitable worlds of the Inner Sphere. The symbols below represent each type of terrain.

Clear Ground

Clear ground contains fields, meadows, and other grasslands. The ground is firm and may be gently rolling, but its elevation does not change significantly from one side of the hex to the other.



Rough Ground

Rough ground is broken terrain, rocky and jumbled, generally encountered near cliffs and bluffs. Though it is firm, it is more difficult to cross than open ground.



Hills

Hilly terrain is significantly higher than the surrounding terrain. The light lines represent slopes, which are more difficult to cross than open ground because of the changes in elevation. Hills can contain clear, rough, or wooded terrain.



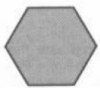
The difference in elevation is referred to as **levels**. Elevation levels for each hill are printed on the mapsheets. Ground hexes not on a hill are at Elevation Level 0. When moving forward, a BattleMech may change elevation either up or down by as much as two levels per hex.

Level 1 elevation is six meters high. Any Level 1 terrain appearing between a player's Mech and any other Mech hides each Mech from the other's view.

Level 2 elevation is twelve meters high. Mechs standing next to Level 2 elevation are completely hidden from Mechs on the other side.

Level 3 elevation is eighteen meters high, and so on, with each elevation level rising six meters above the last.





Water

This terrain is covered by water, in the form of streams, rivers, swamps, ponds, or lakes.

As with hills, there are different levels of water terrain, called depths.

Depth 0 water is very shallow, no more than ankle-deep on a BattleMech. It is found in easily crossed terrain such as streams, swamps, or shallow ponds.

Depth 1 water is six meters deep, or one elevation level below ground level, about waist-high on a BattleMech. Depth 1 water is more difficult to cross than shallow water or open ground, and is typical of rivers, ponds, and lakeshores.

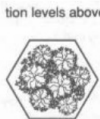
Depth 2 water is twelve meters deep, which is deep enough to just cover a BattleMech. Depth 2 water is much more difficult to cross than shallow water or open ground.

Depth 3 water is eighteen meters deep, Depth 4 water is twenty-four meters deep, and so on.



Light Woods

This terrain is covered with sparse trees up to twelve meters in height. A BattleMech has more trouble crossing this terrain than crossing open ground, and light woods block visibility and obstruct weapons fire. When light woods block a Mech's line-of-sight, they do so for two elevation levels above the underlying terrain.



Heavy Woods

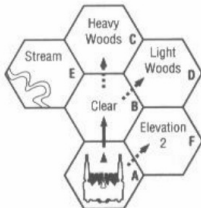
Heavy woods terrain is thickly covered with twelve-meter-tall trees, making movement very difficult through these areas. Heavy woods are often bordered by light woods, and are so dense that it is nearly impossible to see through them.

As with light woods, when heavy woods block a Mech's line-of-sight, they do so for two elevation levels above the underlying terrain.

The Movement Points Table below summarizes the MP cost for moving through each type of terrain.

MOVEMENT POINTS TABLE

Terrain Type	Cost per Hex
Clear	1 MP
Rough	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	
Depth 0	1 MP
Depth 1	2 MP
Depth 2+	4 MP
Elevation Change (up or down)	+1 MP/level
Other Activities	
Facing Change	1 MP/hexside



The BattleMech in Hex A has 4 MP (walking) or 6 MP (running). The player declares that the BattleMech will walk this turn. It will cost all 4 of the BattleMech's MP to walk straight ahead into Hex B (1 MP) and then forward again into the heavy woods in Hex C (3 MP). It would cost all 4 MP for the BattleMech to move into Hex B (1 MP), then change its facing (1 MP) and move into the light woods in Hex D (2 MP). The BattleMech's walking MP of 4 is not enough to get it to Hex E because it would have to move forward into Hex B (1 MP), then change its facing one hexside (1 MP), then enter the Depth 1 Water hex (2 MP), which would require an additional +1 MP for the elevation level change (total 5 MP). Finally, if the player wanted to move his BattleMech from Hex A directly to Hex F, he would first have to change its facing (1 MP), climb two elevation levels (2 MP), and enter the open terrain in the next hex (1 MP).



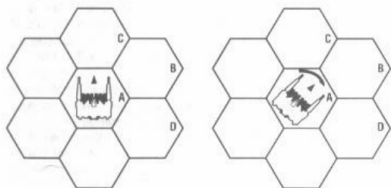
JUMPING

BattleMechs must be standing at the start of the turn in order to jump.

When a BattleMech jumps, it can move one hex in any direction for every point of its Jump movement. It can jump over and into any hex, regardless of terrain type or elevation difference. However, a jump-capable Mech may not jump higher, in levels, than its Jump MP.

The path traveled by a jumping Mech is always the shortest one possible between the starting and ending hexes. If this path crosses an elevation higher than the Mech's Jump MP, then the Mech cannot make the jump. If there is more than one possible path, the player declares which one his Mech is taking.

A jumping Mech can land facing any direction the player chooses, regardless of its original facing.



The diagram shows a BattleMech in Hex A with 6 MP (jumping). The BattleMech jumps to Hex B, four hexes away. As the BattleMech is using jump movement, it spends only 1 MP for every hex that it moves, ignoring all terrain costs for the hexes it passes over and for the hex in which it lands. As it lands, the player can face the Mech in any direction, at no extra cost. If the BattleMech walked or ran to Hex B, the movement would cost 13 MP.

The BattleMech could have jumped into Hex B along at least three paths, as indicated on the diagram. If the hill was seven levels high, the BattleMech could not have taken Path 1 (since its Jump MP rating is only 6), but Paths 2 and 3 still could have been used.

MOVING BACKWARD

A walking BattleMech can move backward into the hex directly behind it at the same cost as forward movement. A Mech may not run backward, and Mechs moving backward cannot change elevation levels.

COMBAT

During the Weapon Attack Phase, players use their BattleMechs' armaments to inflict damage on their enemies. Players fire each weapon individually, and can fire as many of their Mechs' weapons as they want. Each weapon may only be fired once per turn.

LINE-OF-SIGHT

For one Mech to fire on another Mech, the attacker must be able to see the intended target. Certain terrain features can obstruct a Mech's line-of-sight, making a shot more difficult or even impossible. Adjacent Mechs always have line-of-sight (LOS) to one another, and intervening Mechs never block LOS.

Players can check LOS by laying a straightedge from the center of the attacker's hex to the center of the target's hex. Any hex that the straightedge crosses is in LOS. If the straightedge crosses the border between two hexes, the defender chooses which hex line-of-sight passes through.

The following terrain features affect LOS.

Elevation

All terrain has an elevation. If a level is not marked on the map, the elevation is Level 0.

Because BattleMechs are so tall, a standing Mech is one elevation level higher than the terrain on which it is standing. If any intervening terrain is higher than both the attacking and defending Mechs, LOS is blocked.

Woods

All woods are two elevation levels high; in other words, they rise two levels above the level of the terrain on which they stand. Of course, Mechs standing in woods are standing on the underlying terrain, not on top of the trees.

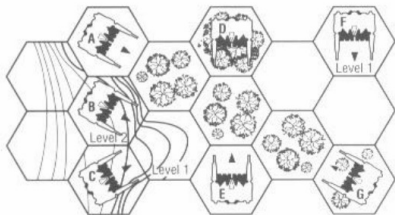
No single hex of woods blocks LOS. However, if any three wooded hexes intervene, LOS is blocked. If one or more of the intervening hexes is heavy woods, two hexes will block LOS.

Note that the hexes in which the attacker and defender are standing **do not** count for determining LOS. Only intervening Woods hexes obstruct LOS.

Water

Water hexes are at depths of 0 or more. Treat the depth as a negative number when figuring the elevation differences between two BattleMechs. In other words, Depth 2 is Elevation Level -2.

A Water hex of Depth 2 or deeper completely blocks LOS to and from a Mech standing in it.



A BattleMech in Hex A can see the 'Mechs in Hexes B, D, E, and F. The 'Mech in Hex F is visible because the three Woods hexes between the two 'Mechs are not higher than both 'Mechs. The 'Mech in Hex F is also visible to the 'Mech in Hex E for the same reason.

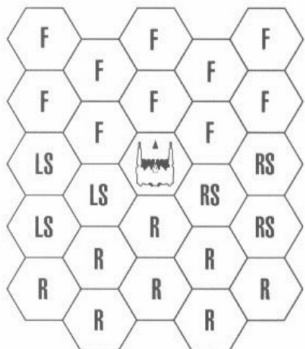
The BattleMech in Hex A cannot see the 'Mech in Hex G because three Light Woods hexes intervene between the two 'Mechs, and it cannot see the 'Mech in Hex C because the level of Hex B (which is adjacent to Hex A) is higher than the 'Mech in Hex A.

The BattleMech in Hex C cannot see the 'Mech in Hex A for the same reason that it cannot be seen by that 'Mech. It does, however, have an unobstructed line of sight to the 'Mechs in Hexes B, D, E, F, and G.

FIRING ARCS

Once it has been determined that the attacker has LOS to its intended target, the player checks firing arcs for the BattleMech's weapons to see which can be brought to bear on the target.

The diagram below shows the four firing arcs: the front arc, rear arc, right side arc (RS) and left side arc (LS).



Weapons mounted in the three forward torso locations, the legs, or the head of a BattleMech may only fire into the forward arc. Weapons mounted on the right arm may fire into the forward arc or into the right side arc, and weapons mounted on the left arm may fire into the forward arc and into the left side arc.

Weapons may also be mounted on the rear of the 'Mech, indicated by (R) on the record sheet. Weapons mounted in any of the three rear torso locations may only fire into the rear arc. Weapons may also be rear-mounted on the head and legs, and also may fire only into the rear arc.

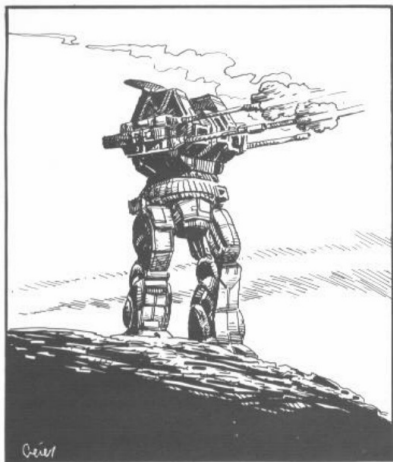
FIRING WEAPONS

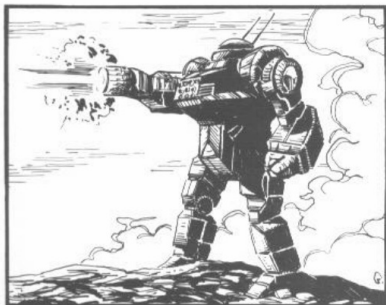
After a player has determined that his target is within a clear LOS and the firing arc of his weapons, firing can begin.

Each weapon can only be fired once during a turn, regardless of type. For each weapon fired a separate attack roll must be made.

For each weapon being fired, the player determines his base to-hit number and any modifiers. The player then rolls 2D6 to see if he hits the target. If the die roll result is equal to or greater than the modified to-hit number, the weapon has hit its target.

If the fired weapon requires ammunition, the player marks down one shot of ammunition in the 'Mech Data section of the record sheet, regardless of the type of weapon fired. When firing missiles, mark down only one shot for the whole volley.





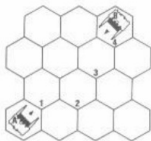
Base To-Hit Number

The base to-hit number is determined by the range and the weapon being fired. Range is the distance in hexes between the attacking 'Mech and its target, starting from the hex next to the attacker along LOS and following the shortest path to the target, and including the target's hex.

The ranges for all weapons are listed on the Inner Sphere Weapons Table, p. 44. Weapons have no chance to hit if the target is at a distance greater than that listed for long range, but a player may fire a weapon anyway, just to get rid of ammunition. The base to-hit number is determined by range as summarized on the following table.

BASE TO-HIT NUMBERS TABLE

Range	Base To-Hit Number
Short	4
Medium	6
Long	8



If 'Mech A is firing an SRM-4 at 'Mech B, its range is determined as shown in the diagram below. The ranges for an SRM-4 are: Short 1-3, Medium 4-6, and Long 7-9. This places 'Mech B at medium range, which gives 'Mech A a Base To-Hit Number of 6. The ranges for machine guns are: Short 1, Medium 2, and Long 3, and so 'Mech B is out of range for this weapon.

WEAPONS FIRE MODIFIERS

Many external factors affect a weapon's accuracy, thus modifying the base to-hit number. These factors are summarized in the Modifiers to Weapons Fire Table below.

The modified to-hit number is equal to the base to-hit number plus all modifiers for movement, terrain, range, and any other applicable factors discussed in the following section. If the Modified To-Hit Number is greater than 12, the shot is an automatic miss and may be aborted to avoid wasting the ammunition.

MODIFIERS TO WEAPONS FIRE TABLE

Attacker	
Movement Modifiers	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Range and Terrain	
Minimum Range	+1 at minimum range, additional +1 per hex less than minimum range
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods
Water	
Depth 1	-1 to hit a BattleMech in Water hex; use BattleMech Punch Locations Table, p. 30.
Depth 2	+1 to hit for BattleMech firing from Water hex BattleMechs cannot fire into or out of Depth 2+ water
Target	
Partial Cover	+3 (use BattleMech Punch Locations Table)
Secondary Target	+1
Movement Modifiers	
Moved 0-2 hexes	None
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10+ hexes	+4
Jumped	+1

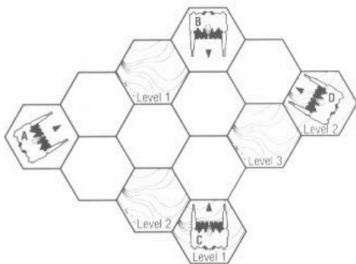
Partial Cover

Partial cover makes a BattleMech harder to hit. To be considered as having partial cover, a 'Mech must be adjacent to a hex that is one level higher than the hex on which it is standing, and that hex must be between the 'Mech and its attacker. In addition, the attacker must be at an elevation level equal to or lower than the defending 'Mech. In other words, an attacker firing downhill negates the target 'Mech's partial cover.

Partial cover does not block LOS, but adds a +3 to the to-hit modifier. Any damage inflicted on a target with partial cover is determined on the BattleMech Punch Locations Table, p. 30.

Depth 1 water provides partial cover, but the To-Hit Modifier is +2 (+3 for partial cover, -1 for standing in water). A Mech cannot receive partial cover from woods.

A Mech with leg-mounted weapons may not fire those weapons through a hex providing it with partial cover, as the obstruction would also block the attack.



The BattleMechs in Hexes B, C, and D have partial cover from the Mech in Hex A, because each has one higher level of elevation in the hex adjacent to itself and along the LOS from the Mech in Hex A.

Movement Modifiers

The base to-hit number is modified by the movement of the attacking BattleMech and its target's movement, using the values found on the Modifiers To Weapons Fire table. The jump modifier is added to the number-of-hexes-moved modifier if the target has jumped.

The target-movement modifiers are based on the number of hexes traveled, not the number of movement points spent.

If the target moved both backward and forward during the turn, the attacker only counts the number of hexes moved from the hex where the Mech last reversed its movement to modify the base to-hit number. For example, if the target moved backward three hexes and then forward two hexes, the target-movement modifier would be based only on the final two hexes of movement, resulting in a Target-Movement Modifier of 0.

If a Mech walked (+1 modifier) during the Movement Phase and its target moved a total of 4 hexes (+1 modifier), the combined movement modifier is +2. This modifier is added to the base to-hit number. If these are the only modifiers, any attacks made at short range (Base To-Hit Number 4) have a Modified To-Hit Number of 6 (4 + 2).

Terrain Modifiers

Intervening terrain can affect the probability of the attacker making a successful shot. For example, it is possible to shoot through light and heavy woods, but successful shots become more difficult to make as the number of Woods hexes between an attacker and its target increases. The various terrain effects are described in the following section.

Light Woods: There is a terrain modifier of +1 per hex of light woods between the attacker and the target, including the hex in which the target is standing. If the treetops are below the LOS between the Mechs, this modifier does not apply. The attacker may fire through as many as two Light Woods hexes (the third hex blocks LOS).

Heavy Woods: There is a terrain modifier of +2 for one hex of heavy woods between the attacker and the target (a second hex would block LOS). If the treetops are below the LOS between the Mechs, this modifier does not apply.

Water: There is a terrain modifier of +1 if the attacker is in a Water hex of Depth 1, and of -1 if the target is in a Water hex of Depth 1. Because a BattleMech also receives partial cover from Depth 1 water, the Mech in the water would have a total Terrain Modifier of +2.

Mechs submerged in water of Depth 2 or greater cannot engage in combat as attacker or defender.



BASIC BATTLETECH

Minimum Range Modifier

Some weapons, like particle projection cannons, autocannons, and long-range missiles, are designed for long-range performance. When these weapons are fired at close targets, they become less accurate.

The minimum range listed on the Weapons Table, p. 44, is the range at which a weapon's to-hit number is modified by +1. The modifier increases as the distance between the attacker and the target decreases. For every hex less than minimum range, the modifier is increased by 1. This means that it is harder to hit with some weapons at pointblank range than at maximum range.

A particle projection cannon (PPC) has a minimum effective range of three hexes. If a *Warhammer* is firing at a *Crusader* three hexes away, it has a Minimum Range Modifier of +1. If the PPC is fired at a target only two hexes away, the modifier is +2. If the target is one hex away, the modifier is +3.



If a *Warhammer* allows its target to move to only two hexes away, its to-hit number will be modified because the target is inside its minimum effective range. The Base To-Hit Number is 4 because the target is at short range, and the Minimum Range Modifier is +2. This makes the Modified To-Hit Number 6, the same as if the target were at medium range!

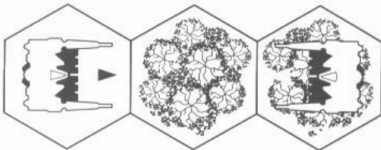


Multiple Targets

A BattleMech may engage more than one target in a turn. Different weapons may be fired at different targets, but no weapon may fire more than once a turn.

For a Mech to fire at more than one target, all of the targets must be in the Mech's front firing arc. One of the targets is designated as the primary target. All other targets are considered secondary targets and have a +1 modifier added to their to-hit numbers.

The multiple-target modifier is not cumulative—the modifier for the third and subsequent targets is still only +1.



Example of Modified To-Hit Number

A *Warhammer* wants to fire its particle projection cannon (Base To-Hit Number 4) at a *Crusader* two hexes away (+2 minimum range modifier), with two hexes of heavy woods giving the *Crusader* cover (one between them and the *Crusader* is standing in one, for a +4 terrain modifier). The *Warhammer* walked (+1 movement modifier), and the *Crusader* jumped (+1 movement modifier) four hexes (+1 movement modifier). This makes the Modified To-Hit Number 13 ($4 + 2 + 4 + 1 + 1 + 1 = 13$), which makes the shot an automatic miss.

DAMAGE

The damage inflicted by successful weapons fire is a fixed value, except for missile hits. Missile hit damage is based on how many missiles from the salvo actually hit the target.

The damage inflicted by each attack must be assigned to a specific location on the target and any effects determined.

This section explains how to determine, allocate, and record damage.

Missile Hits

The damage inflicted by a successful missile-launcher hit depends on how many of the missiles fired actually reached the target.

If a missile launch hits its target, the attacking player rolls 2D6 and consults the Missile Hit Table to find out how many missiles hit.

First, find the number of missiles fired on the top row of the table. Cross-reference this number with the die roll column to determine the number of missiles that actually hit the target.

BASIC BATTLETECH

MISSILE HIT TABLE

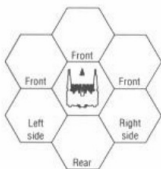
Die Roll	Number of Missiles Fired															
	2	4	5	6	10	15	20									
2	1	1	1	2	3	5	6									
3	1	2	2	2	3	5	6									
4	1	2	2	3	4	6	9									
5	1	2	3	3	6	9	12									
6	1	2	3	4	6	9	12									
7	1	3	3	4	6	9	12									
8	2	3	3	4	6	9	12									
9	2	3	4	5	8	12	16									
10	2	3	4	5	8	12	16									
11	2	4	5	6	10	15	20									
12	2	4	5	6	10	15	20									

An *Archer* fires its 20-pack long-range missile launcher at a target. The attack is successful, so the attacking player must now determine how many of his twenty missiles actually hit the target. He rolls an 8. The attacker finds 8 on the left-hand die-roll column, and cross-references this with 20 missiles fired along the top of the table, and finds that 12 of his missiles reached their target. If he had rolled a 2, only 6 missiles would have hit the target.

Hit Location

In a successful attack, the attacking player determines what part of the target his weapon or missiles hit. The first step in determining hit location is to decide from what direction the target 'Mech was hit.

Lay a straightedge from the center of the attacker's hex to the center of the target's hex. Compare the hexside crossed by the straightedge to the diagram below to find the side of the 'Mech that was hit. If the straightedge crosses at the intersection of two sides, the defender chooses which side is hit by the attack.



To determine the exact location of the hit, the attacker rolls 2D6 and consults the appropriate column of the BattleMech Hit Location Table. A separate roll is made for each short-range missile that hits.

Long-range missile hits are handled differently. The attacker groups the missiles that hit into clusters of 5, and rolls once for each cluster to determine a hit location. Form as many 5-point groups as possible, with any remaining points forming one smaller group.

BATTLEMECH HIT LOCATION TABLE

Die Roll	Left Side	Front/Back	Right Side
2	L. Torso (Critical)	Center Torso (Critical)	R. Torso (Critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

An *Archer* hits its target with a medium laser. The straightedge shows that the attack is against the target's left side. The attacking player rolls to determine hit location with a result of 8. Consulting the column for left-side hits, he finds that his medium laser hits the target's center torso.

Damage Value

The damage value for each weapon is listed on the Inner Sphere Weapons Table, p. 44. Missiles do the same amount of damage at any range, but the number of missiles that hit determines the total damage any given missile attack inflicts. Long-range missiles have a Damage Value of 1 and short-range missiles have a Damage Value of 2 for each missile that hits its target.

Recording Damage

Every time a location is hit, the player of the targeted BattleMech finds that hit location on the 'Mech's Armor Diagram on the record sheet, then fills in one dot for every point of damage inflicted.

When all the armor dots in a location have been filled in, the damage transfers to the internal structure of the BattleMech, and the appropriate number of dots are filled in on the Internal Structure Diagram.

When all of the internal structure dots in a given location also have been filled in, that location has been destroyed and all of its functions are lost. Any weapons and equipment in that location are ruined and cannot be used.

If a BattleMech's side torso has all of its internal structure destroyed, the corresponding arm is also blown off and any weapons and equipment there cannot be used. The corresponding leg is not damaged.



A *Warhammer*'s left arm is hit by a particle projection cannon (Damage Value 10), a large laser (Damage Value 8), and two 5-point clusters of long-range missiles (Damage Value of 1 per missile hit or 5 points per cluster). Before this turn, the BattleMech still had its full Armor Value of 20 in that arm.

The cannon hit reduces the armor value by 10, so 10 dots are filled in. The laser hit does 8 points of damage, and so 8 more dots are filled in, leaving 2 dots. The first cluster of missiles reduces the armor value by another 5 points. The *Warhammer*'s remaining armor has a Armor Value of 2 (2 dots left), leaving 3 points of damage unallocated.

The remaining 3 points of damage from the missiles reduce the internal structure value, and so 3 dots are filled in on the Internal Structure Diagram, leaving only 8 dots of the original 11. The last group of missiles reduces the internal structure by another 5 points, and 5 more dots are filled in on the Internal Structure Diagram, leaving 3. If the *Warhammer*'s left arm takes a hit with a Damage Value of 3 or more, it will be completely destroyed and all of the weapons and other equipment mounted there lost.

Leg Destruction

If one or both of a BattleMech's legs is destroyed, it cannot move or make any facing changes for the rest of the game. It may fire weapons normally. More comprehensive rules covering leg destruction appear in the **Advanced Rules** section, p. 28.

Destroying A 'Mech

In the basic game, if a BattleMech's head or center torso is destroyed, the 'Mech is destroyed and is out of the game.

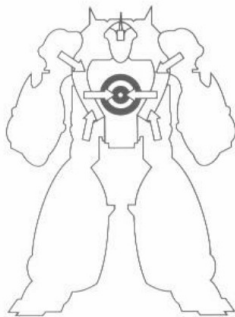
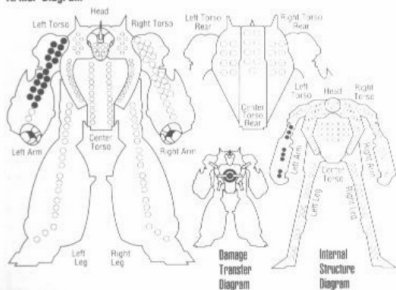
Transferring Damage

BattleMechs can survive the destruction of an entire location. If a destroyed location is hit again, that damage passes to the outer armor of the next location, as indicated by the arrows on the Damage Transfer Diagram on the record sheet.

Damage to a missing arm or leg is transferred to the torso on the same side (left leg damage is transferred to the left torso, left arm damage is transferred to the left torso, and so on). Excess damage to the left- or right-side torso moves to the center torso.

Damage from a rear-area attack that hits a missing limb is transferred to the appropriate rear torso location. For example, damage to the rear that hits a missing left leg would be transferred to the left rear torso.

Armor Diagram



Damage
Transfer
Diagram

ADVANCED RULES

The rules presented in this section expand the basic rules. These are optional rules, and players may use any combination of these rules. The advanced rules add detail to the game, but also add complexity. This section generally explains two advanced rules then directs the players to the next scenario for practice. Before beginning a game, the players may want to review these rules and agree on which ones to use.

SEQUENCE OF PLAY

The complete sequence of play includes the extra phases required to incorporate all the advanced rules into the game. If the players choose not to use all the available advanced rules, some phases in the following sequence of play may not be used.

Each turn uses the following phases:

- Initiative
- Movement
- Reaction
- Weapon Attack
- Physical Attack
- Heat
- End

INITIATIVE PHASE

One player from each side rolls both dice to determine his side's Initiative. The side with the higher result has the Initiative for the entire turn. In the event of a tie, both players roll again.

MOVEMENT PHASE

The side that lost the Initiative chooses one 'Mech and moves it first. The side that won the Initiative then moves one 'Mech. Movement alternates between sides until all 'Mechs have been moved.

If, prior to any pair of movements, one side has twice as many 'Mechs left to move as the other side, that side moves two 'Mechs, rather than just one. (If one side has three times as many 'Mechs, it moves three each time, and so on.) This means that the side that won the Initiative moves at least one of its 'Mechs last.

REACTION PHASE

The side that won the Initiative twists the torso of one of its BattleMechs one hexside left or right or declares that one of its 'Mechs will not twist or rotate this turn.

The side that lost the Initiative twists the torso of one of its BattleMechs one hexside left or right or declares that one of its 'Mechs will not twist or rotate this turn. Reaction twists alternate between sides until all BattleMechs have reacted or declared that they will not react. As with movement, if, prior to any pair of twists, one side has twice as many 'Mechs left to twist or rotate as the other side, that side reacts with two 'Mechs, rather than just one. (If one side has three times as many 'Mechs, it reacts with three each time, and so on.) Thus, the side that lost the Initiative twists or rotates last.

WEAPON ATTACK PHASE

The side that lost the Initiative chooses a 'Mech to declare weapons fire first. The player controlling that 'Mech declares any attacks he plans to make using his 'Mech's weaponry.

The side that won the Initiative chooses a 'Mech to declare weapons fire next. Declaring weapons fire alternates between players until all weapons fire has been declared. If, prior to any pair of declarations, one side has twice as many 'Mechs left to declare as the other side, that side declares two 'Mechs, rather than just one. (If one side has three times as many 'Mechs, it declares three each time, and so on.) The side that won the initiative declares the last attack.

Weapons fire is resolved one 'Mech at a time. As all weapons fire combat takes place simultaneously, the order in which it is resolved does not matter. All weapons attacks by one 'Mech should be resolved before those of the next 'Mech so that each 'Mech's weapons fire can be more easily tracked.

Players must record damage as they resolve attacks, but the damage does not take effect until after all weapons attacks have been resolved. When all weapons attacks are resolved, all damage takes effect immediately. Note also that damage taken by a 'Mech during the Weapon Attack Phase takes effect before the start of the same turn's Physical Attack Phase.

PHYSICAL ATTACK PHASE

The Physical Attack Phase uses the same sequence of actions listed for the Weapon Attack Phase. All damage from physical attacks takes effect before the Heat Phase.

HEAT PHASE

Players adjust their BattleMech's heat scales to reflect any heat built up or lost during the turn. Any temporary or permanent damage caused by excessive internal heat is resolved at this time.

END PHASE

Players whose MechWarriors lost consciousness in a previous turn now roll to see if they regain consciousness.

The turn sequence of play is repeated until only one side's 'Mechs are left in control of the mapsheet. In most cases, the side with the last surviving 'Mech on the map is the winner. If the last surviving 'Mechs from each side are destroyed simultaneously, the game is a draw.



TORSO TWISTING

One of the advantages of the basically humanoid BattleMech design is that 'Mechs are able to turn at what would be the waist on a person. This ability is reflected in the move known as torso twisting. Torso twisting gives 'Mechs greater flexibility in target acquisition than other armored units. Even 'Mechs that are not strictly humanoid-shaped have this advantage, which ultimately takes into account a 'Mech's weapon-mount mobility.

A 'Mech can twist its torso one hexside (60°) to the left or the right of the direction in which its feet are pointing. This new alignment does not carry over into the next turn; for movement purposes the 'Mech is still considered to be facing in its pre-twist direction.

When firing on a torso-twisted 'Mech, hit location is determined as normal. Torso twisting only affects the twisting 'Mech's firing arcs and does not affect facing in any way.

Torso twisting takes place during the Reaction Phase.

REACTION PHASE

The team that won the Initiative reacts to the other team's movement by twisting the torso of one of its BattleMechs one hexside left or right or declaring that one of its 'Mechs will not react. The team that lost the initiative twists the torso of one of its 'Mechs one hexside left or right, or declares that one of its 'Mechs will not react.

Reaction alternates between sides until all 'Mechs have reacted or declared that they will not react.

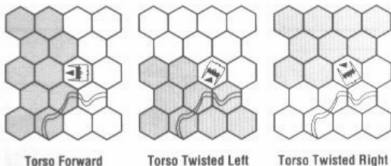
As with movement, if, prior to any pair of twists, one side has twice as many units left to react as the other team, that side reacts with two units, rather than just one. (If one side has three times as many 'Mechs left to react, it reacts with three each time and so on.) The side that lost the Initiative always twists last.

ROTATING THE FIRING ARCS

Because a BattleMech can twist its torso one hexside to the left or right while keeping its feet pointed straight ahead, it can move in one direction and fire in another.

A BattleMech's firing arcs are determined by the direction in which its torso is turned. Leg-mounted weapons' firing arcs are always aligned with the feet.

When the BattleMech's torso rotates, all upper-body firing arcs rotate with it. The accompanying diagram shows this change.



HEAT

One of the most dangerous problems facing any BattleMech in combat is internal heat build-up. 'Mechs build up heat whenever they move or fire their weapons. 'Mechs dissipate heat through their heat sinks, but combat often produces more heat than the heat sinks can handle.

It is possible for a 'Mech to overheat and still continue to function, but an overheating unit suffers serious penalties. As a 'Mech's internal heat increases, its movement slows and its weapons fire becomes less accurate. Excessive overheating may explode the 'Mech's ammunition. The 'Mech's fusion reactor may also shut down, immobilizing the 'Mech until it has cooled off.

Players determine and apply the effects of heat during the Heat Phase.

HEAT PHASE

During the Heat Phase of every turn, each player adds up the heat points built up by his BattleMech and subtracts the heat dissipated by his 'Mech's heat sinks. The resulting number is added to the Heat Scale on the 'Mech's record sheet. The Heat Scale cannot drop below 0 or rise above 30. Any effects caused by excessive heat are resolved at this time.

HEAT POINTS

Heat points are used to keep track of heat and heat build-up. The internal heat of a BattleMech is indicated by the number of heat points it has built up.

Heat points are recorded on the BattleMech record sheet in the column of boxes called the Heat Scale. As the 'Mech's internal heat reaches certain levels on the Heat Scale, the 'Mech suffers the adverse effects listed at those levels.

Heat Scale	
30	Shutdown
29	
28	Amma Explosion, avoid on 6+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	-4 Modifier to Fire
23	Amma Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Amma Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	-3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	-2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

ADVANCED RULES



BUILDING UP HEAT

Different activities generate heat at different rates. A good MechWarrior balances the tactical value of movement and attacks against the heat those actions will create. The Heat Points Table gives the number of heat points built up or dissipated by various activities.

HEAT POINTS TABLE

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of +3 per turn)
Weapons Fire	Per the Weapons Table, p. 44
Heat Sink	-1 per operational heat sink
	-1 additional per heat sink under water (to a maximum of 6)

Jumping

Jumping builds up more heat than walking or running, even if the BattleMech only moves one hex, because jump jets create a great deal of heat when fired. The heat-point cost for a jump is equal to the number of hexes jumped, with a minimum cost of three points.

Water

A BattleMech standing in Depth 1 water may double the efficiency of up to four of the heat sinks located in its legs. A Mech standing in Depth 2 water is submerged and may double the efficiency of 6 of its heat sinks, regardless of their location.

EFFECTS OF HEAT BUILD-UP

Heat build-up causes BattleMechs to function less efficiently. A Mech with excessive heat moves more slowly, fires less accurately, and risks exploding or shutting down. The various effects of heat listed below are applied after the Mech's heat points for the turn have been determined.

Movement Effects

At 5, 10, 15, 20, and 25 heat points, subtract the number given on the Heat Scale from the BattleMech's Walking MP.

For example, if heat build-up is at 5 heat points, subtract 1 from the Mech's Walking MP as long as the heat points are at or above 5. The Mech's Running MP is 1.5 times the current Walking MP, and so if the Walking MP is reduced, the Mech's Running MP must be recalculated (round fractions up).

Heat build-up effects are not cumulative. When a Mech's heat build-up reaches 5 on the Heat Scale, its Walking MP is reduced by -1. When the build-up hits 10 on the Heat Scale, its Walking MP is reduced by -2, not by an additional 2. When heat build-up is reduced below these critical levels, the lost MP returns.

Note that a BattleMech's Jumping MP is not affected by heat build-up.

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	-3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
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ADVANCED RULES

Weapons Fire Modifiers

At 8, 13, 17, and 24 heat points, add the number given on the Heat Scale to the BattleMech's base to-hit number.

For example, if heat build-up is at 8 heat points, add +1 to all base to-hit numbers while the heat is at or above 8. These effects are not cumulative and may be removed by reducing the heat build-up.

Heat Scale	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
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Shutdown

If the heat build-up reaches 14, 18, 22, 26, and 30, the trigger points on the Heat Scale, a BattleMech automatically shuts down its fusion reactor as a safety procedure. Until the MechWarrior restarts the reactor, the 'Mech may not move or fire.

This effect may be avoided if the MechWarrior is able to override the fusion reactor's safety shutdown procedure. Shutdown cannot be avoided at 30 heat points.

To attempt to avoid shutdown, the player rolls 2D6. If the die roll result is equal to or greater than the avoid number (4+, 6+, and so on) listed with the shutdown trigger point on the Heat Scale, the MechWarrior has successfully avoided shutdown. If the heat rises to another trigger point, or falls and rises again to the same trigger point, the player must roll to avoid again. If heat build-up reaches two trigger points in one turn, the player only rolls against the highest avoid number.

If the 'Mech shuts down, it is immobile and may take no actions of any kind. Its heat sinks will continue to work, gradually dissipating the 'Mech's excess heat. During the Heat Phase of every turn that a shut-down 'Mech is motionless, the player may attempt to restart the reactor.

To restart the reactor, the player rolls 2D6. If the result is equal to or greater than 10 (the highest shutdown avoid number), the reactor starts. When the accumulated heat drops below 14 on the Heat Scale, the reactor restarts automatically, even if the pilot is out of action.

A *Warhammer* begins a turn with a Heat Scale reading of 4. During the turn, it fires both its PPCs and walks, generating a total of 21 (10 + 10 + 1) heat points. The BattleMech has 16 heat sinks available, which dissipate 16 of the 21 heat points, leaving 5 to build up. During the Heat Phase, these 5 points are added to the 4 already on the Heat Scale, bringing the total to 9. In the next turn, the 'Mech's Walking MP is reduced by 1 and its base to-hit number is increased by 1.

If the BattleMech executes the same actions in the next turn, 5 more heat points build up, bringing the Heat Scale total to 14. The player must roll a 4 or more on 2D6 to avoid having his BattleMech's fusion reactor shut down. Even if he avoids shutdown, the *Warhammer*'s Walking MP is reduced by 1 more, for a total of 2, until its heat drops below 10 on the Heat Scale. The base to-hit number is now modified by +2 for weapons fire.

Heat Scale	
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
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05	-1 Movement Points
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ADVANCED RULES

Ammunition Explosion

When an ammo explosion threshold is reached or exceeded, 19, 23, and 28 heat points, a chance exists that the ammunition the BattleMech is carrying will explode.

A lucky MechWarrior may avoid a potential ammo explosion. He or she rolls 2D6, and if the roll is equal to or greater than the avoid number shown on the Heat Scale, there is no explosion.

When a Mech suffers an ammo explosion as a result of overheating, the ammunition for the weapon with the highest potential damage value explodes. When the Mech is carrying two or more equivalent weapons, the Mech's pilot chooses which ammo explodes.

All the ammo for that weapon explodes, doing damage equal to the ammo's damage value multiplied by the number of shots remaining. In the case of missiles, the ammo does damage equal to the number of missiles remaining multiplied by their damage value. For example, one ton of AC/10 ammo would do 100 points of damage, and a full ton of LRM-20s would do 120 points of damage (20 x 6 x 1).

All damage is applied to the internal structure of the location where the ammunition was stored. Any excess damage is transferred as normal to the internal structure of the next location according to the Damage Transfer Diagram.

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
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05	-1 Movement Points
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MECHWARRIORS

The soldiers who pilot BattleMechs are called MechWarriors. Their skills play an important role in keeping a Mech moving and fighting effectively in combat. A Mech will be knocked out of action if its MechWarrior is killed or seriously injured, even if actual damage to the Mech is light.

MECHWARRIOR SKILLS

Two skills determine a MechWarrior's ability in combat: Piloting and Gunnery. Most Inner Sphere MechWarriors possess a Piloting Skill Rating of 5 and a Gunnery Skill Rating of 4. These levels are recorded in the Warrior Data section of the record sheet.

Warrior Data

Name: Mike "Mad-dog" Nielsen
 Gunnery Skill: 4
 Piloting Skill: 5
 Hits Taken (Consciousness)
 Hit 2nd 3rd 4th 5th 6th
 (3) (2) (7) (10) (11) (Dead)

Piloting Skill

When a pilot attempts a potentially dangerous maneuver with a BattleMech or might lose control of his Mech for some other reason, the player must make a Piloting Skill roll. The conditions requiring a Piloting Skill roll and the effects of a failed roll are detailed in the **Piloting Skill Rolls** section, p. 25.

Gunnery Skill

For every Gunnery Skill level above 4, the base to-hit number increases by 1. For every Gunnery Skill level below 4, the base to-hit number decreases by 1. The lower the Gunnery Skill level, the lower the base to-hit number, and the easier it is for the MechWarrior to score a hit.

MECHWARRIOR DAMAGE

Three types of damage to a BattleMech can also damage the MechWarrior inside: head hits, falls, and internal ammo explosions.

Damage From Head Hits

The MechWarrior takes 1 point of damage (1 hit) whenever the BattleMech's head location takes a hit, even if the hit does not penetrate the armor.

Damage From Falling

When a BattleMech falls, the player must roll 2D6. If the result is less than his MechWarrior's Piloting Skill, the pilot takes 1 point of damage.

Damage From Ammo Explosion

An internal ammunition explosion causes 2 points of damage to the MechWarrior from electrical feedback through the neurohelmet.

ADVANCED RULES

CONSCIOUSNESS ROLLS

A MechWarrior can take 5 points of damage before the injuries will cause death, but the pilot may also be knocked unconscious long before taking that much damage. Each time the MechWarrior takes damage, the player consults the MechWarrior Consciousness Table, finds the current level of damage and rolls 2D6 to determine if the MechWarrior remains conscious.

MECHWARRIOR CONSCIOUSNESS TABLE

Total Damage	Consciousness Number
1	3+
2	5+
3	7+
4	10+
5	11+

If the die roll result is equal to or greater than the consciousness number, the MechWarrior remains conscious. If the result is less than the consciousness number, the MechWarrior is knocked unconscious and his Mech cannot move or fire. Any Piloting Skill rolls that the Mech must make to take an action automatically fail.



During the End Phase of each turn after the MechWarrior loses consciousness, the player rolls 2D6 again. If the result is greater than or equal to the consciousness number for the current level of damage, the MechWarrior has regained consciousness.

For example, in Turn 3, an *Archer* takes a hit to the head from a medium laser. Though the laser does not penetrate the head's protective armor, the *Archer*'s pilot takes 1 point of damage. He has already taken 2 points of damage, and so now has a total of 3. The player consults the MechWarrior Consciousness Table and rolls a 6, 1 point less than what his pilot needed to remain conscious. The *Archer* will not be able to move or fire during Turn 4. In the End Phase of that turn, the player rolls 2D6 again. If the result is 7 or more, the MechWarrior regains consciousness, and his BattleMech will be able to move and fire during Turn 5.

VARYING SKILL LEVELS (OPTIONAL RULE)

Players may make a random roll to determine each MechWarrior's Piloting and Gunnery skills at the beginning of the game. This rule generally produces an interesting mixture of green and seasoned fighters. The player rolls 1D6 twice, consulting the table below for each roll to determine the MechWarrior's Piloting and Gunnery skills.

MECHWARRIOR SKILLS TABLE

Die Roll	Piloting Skill Level	Die Roll	Gunnery Skill Level
1	6	1	4
2	6	2	4
3	5	3	4
4	5	4	4
5	4	5	3
6	4	6	3
7-8	3	7-8	2

SKILL IMPROVEMENT (OPTIONAL RULE)

Players may want to use the MechWarriors they create in future games or in *BattleTech* campaign games, assuming the warrior survives the current battle.

The skills of a MechWarrior who survives many battles should improve. To reflect this improvement in *BattleTech*, players should keep track of the number of enemy BattleMechs killed by each surviving MechWarrior. For every four MechWarriors killed, the MechWarrior's Gunnery or Piloting Skill decreases by 1. Gunnery and Piloting Skill levels may never be less than 0.

These rules may be replaced by the more advanced skill system in *MechWarrior, Second Edition*, the roleplaying game for the *BattleTech* universe.

PILOTING SKILL ROLLS

Whenever a MechWarrior attempts to execute a difficult maneuver, or a 'Mech is exposed to circumstances that might cause the pilot to lose control, the player makes a Piloting Skill roll to determine if the MechWarrior has the skill to avoid a fall.

The Piloting Skill Roll Modifiers Table lists the events that require a player to make a Piloting Skill roll for his MechWarrior. When one of these events occurs, the player adds the indicated modifiers to his MechWarrior's Piloting Skill level. The resulting number is the modified Piloting Skill level.

The advanced rules for critical hits describe additional Piloting Skill modifiers and circumstances which may require Piloting Skill rolls. These are explained fully in the **Critical Hits** section.

To make a Piloting Skill roll, the player rolls 2D6. If the roll is equal to or greater than the modified Piloting Skill level, the 'Mech does not fall. If the roll is less than the modified Piloting Skill level, the 'Mech falls.

PILOTING SKILL ROLL MODIFIERS TABLE

Situation	Modifier
Damage to BattleMech	
BattleMech takes 20+ damage points in one turn	+1
BattleMech's reactor shuts down	+3*
BattleMech Actions	
BattleMech entering Depth 1 Water hex	-1
BattleMech entering Depth 2 Water hex	0
BattleMech entering Depth 3+ Water hex	+1
BattleMech attempting to stand	0
Pilot tries to avoid damage when 'Mech falls	+1/ level fallen

*Only during the turn that the reactor shuts down. If the BattleMech must make a Piloting Skill roll while the reactor is shut down, the BattleMech automatically falls.

Piloting Skill rolls required because of movement (entering water, trying to stand up, avoiding falling damage, and so on) are made immediately following the action. Multiple Piloting Skill rolls may be required during the BattleMech's movement for a turn.

For example, if a 'Mech is moving through three hexes of Depth 1 water, the player must make a Piloting Skill roll when the 'Mech enters each of the three water hexes.

All Piloting Skill rolls required because of damage sustained in fire combat are made at the end of the Weapon Attack Phase.

FALLING

When a BattleMech falls, it inflicts damage on itself and possibly on the MechWarrior inside. The amount of damage taken by the 'Mech varies, depending on its weight and how far it falls. Players determine whether or not a MechWarrior is wounded by making a Piloting Skill roll.

Determining Location After A Fall

When determining the location of a BattleMech after a fall, the players use a combination of common sense and the following guidelines to create a reasonable outcome. The location after a fall depends largely on the action that caused the fall.

In general, when a fall occurs because of terrain (movement into or out of deep water, for example) the 'Mech will fall into the lower of the two hexes. If the fall occurs during other movement, the 'Mech falls in the last hex it entered. If a fall is the result of an attack or any other action, the 'Mech falls in the hex it currently occupies.

If a BattleMech falls into a hex containing another 'Mech, the second 'Mech might also take damage, depending on how the first 'Mech fell. First, to find the number of levels fallen, subtract the terrain elevation level of the hex into which the BattleMech falls from the terrain elevation level of the hex from which it fell.

If the 'Mech fell from a hex two elevation levels or greater above the landing hex, use the **Accidental Falls from Above** rules to determine damage to the 'Mech occupying the landing hex. If the 'Mech fell from a hex that was less than two levels higher, use the **Domino Effect** rules. See the **Physical Attacks** section, p. 30, for details.

Determining Facing After A Fall

When a BattleMech falls, it takes damage and its facing may change. This facing change will determine the BattleMech Hit Location Table used when allocating damage from the fall.

To determine what the facing will be after the fall and what location on the BattleMech takes damage because of the fall, the player rolls 1D6 and consults the Facing After A Fall Table. Use the hit location table column indicated by the result for damage.

FACING AFTER A FALL TABLE

Die Roll	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Back
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

After a fall, a BattleMech is prone and face down. BattleMechs that fall on their sides or back automatically roll over to lie on their front. Rather than using MP to stand up, a prone 'Mech may spend movement points to change its facing in the normal manner.



For example, the BattleMech in the diagram failed its Piloting Skill roll. The player rolls on the Facing After A Fall table with a result of 3. The 'Mech is now facing two hexsides to the right (clockwise) of its original facing and the damage from the fall is taken on the right side of the 'Mech. The 'Mech is now prone in the hex where it fell.

ADVANCED RULES

Falling Damage To A BattleMech

A BattleMech always takes damage from a fall equal to 1 point for every 10 tons that the 'Mech weighs (round up) times the number of levels plus 1 that the BattleMech fell. If it fell "uphill," the number of elevations it fell is 0. If it fell from land into a Water hex, treat the Water hex as a Level 0 hex and divide the resulting damage in half (round up).

Divide the total damage into 5-point clusters, forming as many groups of 5 points as possible and grouping any remaining points into one smaller cluster. For example, 33 points of damage equals six 5-point clusters (hits) and one 3-point hit. Determine a hit location for each cluster using the appropriate column of the BattleMech Hit Location Table as specified by the Facing After A Fall Table.

If the fall occurs during the Movement Phase, the damage is resolved immediately. If the fall occurs during the Combat Phase, the damage from the fall is taken simultaneously with all other damage results in that phase.

An Archer in a Level 1 hex is trying to get to its feet during the Movement Phase. The MechWarrior fails his Piloting Skill roll and the BattleMech falls down again into the same hex. The BattleMech fell from a Level 1 to a Level 1 hex (the same one), and so has fallen 0 levels. The player rolls a 1 on the Facing After A Fall Table and finds that the BattleMech landed on its front, so the damage is taken on its front side. The Archer suffers 7 points of damage (70 tons divided by 10 is 7; the number of levels fallen plus 1 equals 1; 7 x 1 is 7). These seven points are divided into one cluster of 5 points and one of 2, damaging the 'Mech in two locations on the front determined on the Front/Back column of the BattleMech Hit Location Table.

Falling Damage To The MechWarrior

A second Piloting Skill roll is made after every fall, modifying the target number by +1 for every level fallen. If the player rolls a result equal to or higher than this modified Piloting Skill target number, the MechWarrior has successfully avoided taking any damage. If the result is less than the modified Piloting Skill, then the MechWarrior takes 1 point of damage.

BATTLEMECH MANEUVERS

BattleMechs are remarkably agile for their size and weight and may perform a wide variety of actions other than simple movement. Two of the most important actions are Dropping to the Ground and Standing Up, which are explained below.

Dropping To The Ground

During combat, a player may choose to drop his BattleMech to the ground. Usually, a player will do this at the end of movement to hide, or make attacks against his 'Mech more difficult.

This action does not create additional heat or cause falling damage, but costs 1 MP. The BattleMech retains the facing it had before dropping, and is automatically prone and face down, as with an unintentional fall.

Standing Up

The player may choose to have a BattleMech regain its feet after falling or dropping to the ground. His success in doing so depends on a roll against his Piloting Skill.

Each attempt to stand creates 1 point of heat and costs 2 MP. A 'Mech may attempt to stand during the Movement Phase of the same turn that it fell, as long as it still has sufficient MP to make the attempt and was not jumping that turn.

Standing up requires a successful Piloting Skill roll. If the attempt to stand is not successful, the 'Mech falls, taking falling damage. Repeated attempts to stand may be made in that turn, as long as sufficient movement points are available.

Once a 'Mech has successfully stood up, it may face in any direction at no cost (changing facing requires no MP), regardless of its facing while on the ground. A 'Mech that begins its turn on the ground as a result of falling or dropping to the ground may walk or run that turn, but may not jump.

PRONE BATTLEMECHS AND WEAPONS FIRE

Prone BattleMechs may fire weapons. Prone 'Mechs are also likely to present a better target to attackers.

When determining LOS for a prone 'Mech, use the elevation level of the hex in which it is lying. Only standing 'Mechs are considered to be one elevation level higher than the elevation of hex they occupy.

Use the following weapons attack rules for prone 'Mechs.

Firing When Down

A BattleMech that has fallen or that has dropped to the ground may fire its arm-mounted weapons, as long as neither of its arms have been destroyed. One arm supports the BattleMech as it fires, and so the weapons on that arm cannot fire. All weapons mounted in the other arm may fire, in addition to any weapons mounted in the 'Mech's head or torso. The To-Hit Modifier is +2.

Firing At Prone Targets

A BattleMech that has fallen or is prone is an easier target for an attacker in an adjacent hex, and a more difficult target for an attacker at longer ranges. Any attack made against a prone BattleMech from an adjacent hex, either with weapons fire or physically, uses a To-Hit Modifier of -2. All other attacks use a To-Hit Modifier of +1.

Use the BattleMech Hit Location Table to determine the location hit by the attack. Note that the facing of a prone 'Mech is determined by Facing After A Fall. When firing on a prone 'Mech, use the direction the prone 'Mech's head is pointing as its forward hexside to determine the direction of incoming attacks.

The only physical attacks allowed against a prone BattleMech are kicks or death-from-above. Damage from a successful attack of either sort is determined on the BattleMech Hit Location Table, not the BattleMech Kick Locations Table.

Go to Training Scenario #3, p. 38



CRITICAL HITS

Every time the internal structure of a BattleMech is damaged, there is a chance of a critical hit to an internal component of the 'Mech. A result of 2 on the BattleMech Hit Location Table also indicates a chance for critical damage. A critical hit does serious damage to the 'Mech.

The exact nature of the critical hit is determined by the location of the damage. Every part of a 'Mech's body has a different arrangement of critical hit possibilities, and every 'Mech design has different critical locations, depending on the array of weapons and other equipment it carries.

The Critical Hit Table for each type of 'Mech is listed on the record sheet for that 'Mech. An incomplete Critical Hit Table for all BattleMechs is printed on the blank BattleMech record sheet.

Left Arm	Critical Hit Table	Right Arm
1. Shoulder	Head	1. Shoulder
2. Upper Arm Actuator	1. Life Support	2. Upper Arm Actuator
3. Lower Arm Actuator	2. Sensors	3. Lower Arm Actuator
4. Hand Actuator	3. Cockpit	4. Hand Actuator
5. _____	4. _____	5. _____
6. _____	5. Sensors	6. _____
7. _____	6. Life Support	7. _____
8. _____	7. _____	8. _____
9. _____	8. _____	9. _____
10. _____	9. _____	10. _____
11. _____	10. _____	11. _____
12. _____	11. _____	12. _____
13. _____	12. _____	13. _____
14. _____	13. _____	14. _____
15. _____	14. _____	15. _____
16. _____	15. _____	16. _____
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19. _____	18. _____	19. _____
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25. _____	24. _____	25. _____
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CRITICAL HIT EFFECTS

Various types of critical hits are possible at each location.

Head Critical Hits

Life Support: A BattleMech's life-support system keeps its pilot, the MechWarrior, alive in the middle of its own internal heat and in hostile atmospheres and environments. In **BattleTech**, the life-support system's main function is to protect the pilot from heat generated by the 'Mech's fusion reactor, movement, and weapons systems.

Any critical hit to the life-support system knocks it out, and the MechWarrior takes one point of damage every turn that the BattleMech's internal Heat Scale ranges from 15–25 at the end of the Heat Phase. The MechWarrior takes 2 points of damage every turn that the Heat Scale is above 25.

Cockpit: A critical hit to the cockpit destroys it, kills the MechWarrior, and puts the BattleMech out of commission for the game.

Sensors: A critical hit to the BattleMech's sensors adds a +2 modifier to the to-hit number every time the 'Mech fires. A second critical hit to the sensors means the 'Mech cannot fire any of its weapons.

Head Blown Off: When the original hit location is the head, the 'Mech's head is blown off on a roll of 12 on the Critical Hit Effects Table. It destroys the BattleMech's head section, kills the MechWarrior, and puts the 'Mech out of commission for the rest of the game.

Leg Critical Hits

Hip: A critical hit to the hip freezes the damaged leg in a straight position. The BattleMech's Walking MP is cut in half (rounding up) and the player must add a +2 modifier to his Piloting Skill roll. The pilot must make a Piloting Skill roll during every turn the 'Mech runs.

A critical hit to the other hip immobilizes the 'Mech and adds another +2 modifier to any Piloting Skill rolls. A 'Mech with immobilized hips cannot kick.

Actuator: This critical hit destroys the actuator (the "muscle") in the upper leg, lower leg, or foot. The BattleMech's Walking MP is reduced by 1, and the pilot must add a +1 modifier to any subsequent Piloting Skill rolls.

Leg Blown Off: The leg is blown off on a roll of 12 on the Critical Hit Effects Table when the original hit location is a leg. When a BattleMech's leg is blown off, the 'Mech automatically falls, taking normal falling damage. It may be able to stand up again (see **Leg Destruction**, p. 29).

The severed leg may be picked up and used as a club.

Center (and Side) Torso Critical Hits

Engine: BattleMech engines have 3 points of shielding. Each critical hit destroys 1 point of shielding. As shielding points are destroyed, the amount of heat escaping from the 'Mech's fusion engine increases.

The first hit increases the 'Mech's heat build-up by 5 points per turn. The second hit adds 10 (total) heat build-up points to any other heat built up from normal movement, weapons fire, and so on, and the third hit destroys the engine, knocking the 'Mech out of commission for the rest of the game.

Gyro: A BattleMech's gyro is one of its most sensitive pieces of machinery. It keeps the 'Mech upright and able to move. The gyro can survive only one critical hit; the second destroys it.

After the first gyro hit, the 'Mech's player must add +3 to any Piloting Skill rolls. The player must also make a Piloting Skill roll at the beginning of each Movement Phase in which the 'Mech will run or jump.

If a 'Mech's gyro is destroyed, it cannot move. If the MechWarrior must make a Piloting Skill roll, he automatically fails and the 'Mech falls down. A fallen 'Mech with a destroyed gyro cannot stand up again.

'Mechs with a destroyed gyro can torso-twist, and make normal weapons attacks. They may not attempt any type of physical attack, nor may they change their facing.

Left/Right Arm Critical Hits

Shoulder: This critical hit freezes the shoulder joint. The 'Mech cannot punch with that arm, and all attacks from weapons mounted on that arm are made with a +4 modifier to their to-hit number.

Following a critical shoulder hit, all other weapons fire modifiers resulting from arm critical hits are ignored. The total to-hit modifier for weapons and actions with the damaged shoulder is +4.

Upper/Lower Arm Actuator: This hit destroys the actuator in the BattleMech's upper or lower arm, adding +1 to the to-hit number for weapons firing from that arm. These effects are cumulative: if both the upper and lower arm actuators are destroyed, the to-hit number for weapons fire is modified by +2.

When punching (see **Physical Attacks**), a damaged actuator adds a +2 modifier to the hit number. Punches inflict one-half damage if the 'Mech has a damaged lower arm actuator, or one-quarter (round down) if both the lower and upper arm actuators are damaged.

Hand Actuator: This critical hit destroys the muscles controlling the BattleMech's wrist and hand. Add +1 to the to-hit number for all punches with this arm. The 'Mech cannot pick anything up.

Arm Blown Off: The arm is blown off on a roll of 12 on the Critical Hit Effects Table when the original hit location is an arm. It blows off the arm, destroying all weapons mounted there.

The severed arm may be picked up and used as a club.

WEAPONS CRITICAL HITS

Weapons systems are delicate, so a single critical hit destroys a weapon, even if it takes up more than one location. Additional critical hits to a destroyed weapon have no further effect.

JUMP JET EXHAUST PORT CRITICAL HITS

When a jump jet exhaust port takes a critical hit, that jump jet can no longer deliver thrust, reducing the length of the 'Mech's jump. The jump jet itself is not damaged; jump jets are heavily protected from weapons fire to prevent the devastating explosion that would result from a hit. However, the control system senses the damage to the exhaust port and shuts down the engine for that port. For every exhaust port hit, reduce the number of Jumping MP by 1.

ADVANCED RULES

HEAT SINK CRITICAL HITS

A critical hit to a heat sink destroys the sink and reduces the 'Mech's capacity to dissipate heat. For example, if a 'Mech was designed to dissipate 16 points of heat per turn, and 3 of its heat sinks have been destroyed, it can now only get rid of 13 heat points per turn.

AMMO CRITICAL HITS

If a critical hit destroys a location containing ammo, the ammo explodes. The MechWarrior takes 2 points of damage from electrical feedback through his neurohelmet and the BattleMech takes damage to its internal structure.

When one ammo slot in a location explodes, all the ammo in that location explodes. The damage values of all the remaining ammo in the location are added together and the total applied to the Internal Structure Diagram. Any excess damage is transferred to the internal structure of the next location.

Ammunition explodes with a force equal to the ammo's damage value times the shots remaining. Missile ammo explodes with a force equal to the number of missiles remaining times their damage value.

For example, one full ton of MG ammo would do 400 points of damage (2×200), while one full ton of SRM-2 ammo would do 200 points of damage ($2 \times 2 \times 50$).

LEG DESTRUCTION

In the advanced rules, when a BattleMech has lost one leg, either through a critical hit or the destruction of the leg's internal structure, the 'Mech automatically falls down.

During the next turn, the 'Mech may try to stand up on its one remaining leg, adding +5 to the Piloting Skill roll in addition to any modifiers for other damage. If the 'Mech manages to stand up again, it has Walking MP of 1. Any Piloting Skill rolls made thereafter use the +5 modifier to compensate for the missing leg.

A 'Mech with a missing leg may still jump, but the pilot must make a Piloting Skill roll each time the 'Mech lands.

DESTROYING A 'MECH

A BattleMech is considered destroyed and out of the game if its pilot dies, the cockpit is destroyed, the head is destroyed, the center torso is destroyed, or the 'Mech suffers three engine hits.

MOVING WHILE DAMAGED

A damaged 'Mech must have sufficient MP remaining to enter each new hex. However, a 'Mech can always move forward one hex, no matter what the terrain cost, as long as the 'Mech enters only one hex that turn and has at least 1 MP to spend (i.e., is mobile). A 'Mech entering a hex under this rule uses the combat movement modifier for a running 'Mech. A fallen 'Mech cannot crawl into another hex, but may change facing in the hex in which it fell.

FIRING AT IMMOBILE TARGETS

A 'Mech may want to fire at an immobile target, such as a 'Mech that is shut down or whose pilot is unconscious. Attackers add a -4 modifier to their base to-hit number when firing at immobile targets.

AIMED SHOTS

A shut-down BattleMech, or one whose pilot is unconscious, may be attacked with aimed shots using any weapon except missile launchers.

When firing on a shut-down 'Mech, the attacking player can target any location and use the standard -4 to-hit modifier for firing at an immobile target. If the attack hits, the player rolls 2D6 again, and on a 6, 7, or 8, the shot hits the chosen location. Any other result means that the player rolls normally on the appropriate BattleMech Hit Location Table.

If the attacker is aiming at the immobile BattleMech's head, modify the to-hit number by +3. If the shot hits, the player rolls 2D6. On a result of 8 or higher, the shot hits the head. If the result is less than 8, the attacker rolls normally on the BattleMech Hit Location Table, ignoring all leg hits.

An aimed shot that misses may still hit the location aimed for; if the attacker does not make the aimed shot, that location may be hit by the random roll on the BattleMech Hit Location Table.



PHYSICAL ATTACKS

The humanoid design of BattleMechs allows the machines to perform physical attacks that are often more damaging than those inflicted by the weapons systems. Six different forms of physical attack are possible: punching, clubbing, pushing, kicking, charging, and death-from-above.

In order to make a physical attack, a 'Mech must be adjacent to its target and the target must be within the appropriate firing arc of the attacking 'Mech, normally the forward arc. Only one kind of physical attack may be made by a 'Mech during any given turn.

Physical attacks are resolved in the same manner as weapons fire, but each type of physical attack has its own base to-hit number which is modified to determine the to-hit roll. The damage location is determined by special tables, but damage is recorded the same way as weapons fire.

All physical attacks are resolved during the Physical Attack Phase.

PHYSICAL ATTACK PHASE

All damage taken during the Weapon Attack Phase takes effect before the beginning of the Physical Attack Phase.

Most physical attacks are declared during this phase, but some must be declared during the Movement Phase. If, after the Weapon Attack Phase, a 'Mech is no longer able to carry out the attack declared during the Movement Phase, the attack is aborted.

Declaration

The side that lost the Initiative chooses a 'Mech to declare physical attacks first. The player controlling that 'Mech declares any physical attacks he plans to make. Then the team that won the Initiative chooses a 'Mech to declare physical attacks. Declaration alternates between sides until all the 'Mechs have declared or declined to declare physical attacks.

If, prior to any pair of declarations, one side has twice as many 'Mechs left to declare as the other side, that side declares two 'Mechs. If one side has three times as many 'Mechs, it declares three each time, and so on, so that the team that won the Initiative declares the last physical attacks. Shut-down and immobile 'Mechs may not declare attacks.

Resolution

Physical attacks are resolved one 'Mech at a time. Because all physical combat is considered to be simultaneous, it may be resolved in any order.

Allocation

Damage is recorded as attacks are resolved, but does not take effect until after all physical attacks have been resolved. At that point, all damage takes effect immediately.

PUNCHING

In one turn, a BattleMech can either punch with one or both arms or fire its arm-mounted weapons. If arm-mounted weapons are fired during the Weapon Attack Phase of a turn, that arm may not be used to make a physical attack in that turn.

All punch attacks must be made against targets in the attacking 'Mech's forward or side firing arcs. If the target is in the right or left firing arc, then only the right or left arm may punch. If the target is in the forward arc, then both arms can be brought to bear.

Prone BattleMechs may not punch other prone BattleMechs.

The Base To-Hit Number for a punch is 4, modified by movement and terrain in the same manner as weapons fire. A to-hit roll is made for each arm throwing a punch.

The shoulder actuator of the arm the BattleMech is using to punch must not be undamaged by critical hits. 'Mechs that do not come equipped with a hand actuator or that have a damaged actuator on the punching arm suffer a +1 to-hit modifier. 'Mechs that are missing a hand or lower arm actuator suffer a +3 total to-hit modifier.

The punch from each arm has a Damage Value of 1 for every 10 tons (or fraction of 10 tons) that the attacker weighs. A punch does one-half damage if the 'Mech does not have a lower arm actuator, or one-quarter damage if the 'Mech has no lower and upper arm actuators (round down).

The damage location is determined for each separate punch by rolling 1D6 and consulting the BattleMech Punch Locations Table.

BATTLEMECH PUNCH LOCATIONS TABLE

Die Roll	Left Side	Front/Back	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

An Archer punches a Warhammer on the right side with one fist. The Archer weighs 70 tons, and so its punch has a normal damage value of 7 (70 divided by 10 is 7). The attacking player rolls a 3, which is the target's center torso. The player with the Warhammer records 7 points of damage by filling in 7 dots on the Armor Diagram on that 'Mech's record sheet.

CLUBBING

Whenever a BattleMech has one of its legs or arms blown off, the limb remains in the hex where the 'Mech took the damage. Other 'Mechs that later occupy that hex may pick up the arm or leg and use it as a club. A 'Mech may not fire weapons or make physical attacks during the turn that it picks up a club.

Other objects may also be used as clubs. If the BattleMech is in a Woods hex, it may uproot a tree and use it as a club. Uprooted trees may be used for only one successful attack, after which they are shattered and useless.

A 'Mech must have two hands to swing a club. In order to make a clubbing attack, the 'Mech cannot have fired any arm-mounted weapons that turn and the intended target must be in its forward

ADVANCED RULES

firing arc. Clubbing attacks have a Base To-Hit Number of 4. Normal to-hit modifiers for terrain and movement also apply.

If the 'Mech does not come equipped with upper or lower arm actuators, or those actuators are damaged, the attack is modified by +2 for every missing arm actuator.

A 'Mech attacking with a club does 1 point of damage for every 5 tons that it weighs (round up).

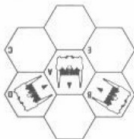
PUSHING

In a pushing attack a BattleMech uses both arms to push its target. To make a pushing attack, the 'Mech cannot have fired any arm-mounted weapons that turn and the intended target must be in its forward arc.

A successful push does not automatically damage the target. Instead, it moves the defending 'Mech into the next hex in the direction it is being pushed by the attacker.

The Base To-Hit Number for a push is 4, which is modified as normal by movement and terrain.

If the push is successful, the attacking 'Mech advances into the hex formerly occupied by its target and the defender must make a successful Piloting Skill roll or fall down.



If the *Warhammer* in Hex A is successfully pushed from Hex B, it will move into Hex C. If it is pushed by a BattleMech in Hex D, the *Warhammer* will be forced into Hex E. In both cases, the *Warhammer* must make a successful Piloting Skill roll to remain standing, and its attacker will advance into Hex A.

KICKING

One of the most damaging physical attacks a BattleMech can make is a kick.

Only one of a 'Mech's legs can kick per turn, and no weapons mounted on that leg can have been fired that turn. The target must be in one of the three adjacent hexes in the forward firing arc.

A kick has a Base To-Hit Number of 3, modified by movement and terrain as with weapons fire.

Kicks do 1 point of damage for every 5 tons that the attacking 'Mech weighs. Damage location is determined by rolling 1D6 and consulting the BattleMech Kick Locations Table.

A 'Mech that has been kicked must make a successful Piloting Skill roll or fall. A 'Mech that misses a kick must also make a successful Piloting Skill roll or fall.

An attacker kicking a prone 'Mech applies a -2 modifier to his base to-hit number. Damage location on a prone 'Mech is determined on the normal BattleMech Hit Location Table, using the hexside from which the kick originates as the attack direction.

BATTLEMECH KICK LOCATIONS TABLE

Die Roll	Left Side	Front/Back	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

CHARGING

Charging attacks must be declared during the Movement Phase, but, like all other physical attacks, they are resolved during the Physical Attack Phase.

During the Movement Phase, the charging 'Mech must spend enough MP to enter the target hex, but ends its movement in the hex adjacent to the target. Obviously, the charging 'Mech should only attack 'Mechs that have finished their movement, or the target will simply move out of the way.

'Mechs cannot move backward during a turn in which they intend to charge.

'Mechs may not make any weapon attacks during a turn in which they intend to charge.

The Base To-Hit Number for a charging attack is 5, modified by the movement of both the attacker and defender.

If the charging attack succeeds, the defender moves as if pushed, and the attacker advances into the defending 'Mech's hex. If the attack misses, the attacking 'Mech ends its movement in the right or left hex of the target's forward firing arc.

Piloting Skill Modifier

Whenever one BattleMech charges another, compare the MechWarrior's Piloting Skills. The difference between the two skill levels modifies the to-hit number.

If the defending MechWarrior's skill level is less than the attacker's Piloting Skill, subtract the difference from the to-hit number; if the attacker's Piloting Skill is less than the defender's, the modifier is added to the to-hit number.

Damage

Both 'Mechs take damage from the collision.

The defender takes damage equal to one-tenth the weight of the charging 'Mech (round down) times the number of hexes moved by the attacker in that turn's Movement Phase.

The attacker takes 1 point of damage for every 10 tons the target weighs (round up).

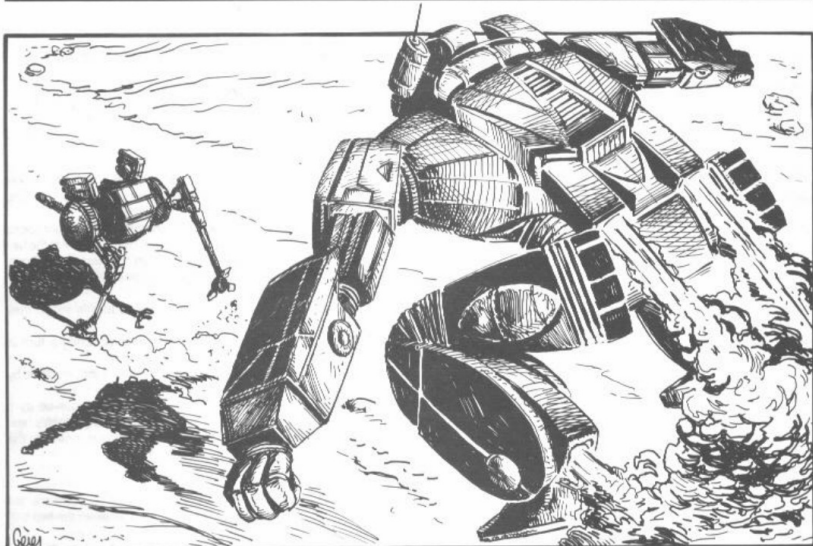
Damage from charging attacks is grouped into 5-point clusters.

The attacking player determines damage by rolling once for each 5-point hit on the BattleMech Hit Location Table.

For example, an *Archer* moves four hexes and declares a charge against another BattleMech. If the charge hits, the defender will take 28 points of damage (7 equals one-tenth of the *Archer*'s tonnage multiplied by 4 hexes moved).

Falls

After any successful charge, both players must make Piloting Skill rolls using a +2 modifier. A failed roll means that the 'Mech falls in its own hex, taking additional damage from the fall as normal (see *Falling Damage* to a BattleMech, p. 26).



DEATH-FROM-ABOVE

BattleMechs can charge while jumping, a physical attack known as death-from-above that is very dangerous to both attacker and defender and is almost certain to knock both 'Mechs to the ground.

In effect, the charging 'Mech crashes into its target from three levels (18 meters) above, bringing its full weight to bear on the target's upper body. In return, the charging 'Mech will probably damage its legs, which are not designed to withstand the enormous stresses caused by this attack.

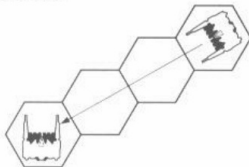
Weapon Attack Phase

A 'Mech attempting a death-from-above attack can be fired on during the Weapon Attack Phase. The 'Mech does not get the benefit of any terrain modifiers, and every 'Mech on the board has a clear LOS to it.

During the Weapon Attack Phase, the attacking 'Mech is considered to be adjacent to its target hex along the path that it traveled during its jump and facing the target hex.

A BattleMech executing a death-from-above attack is not counted for stacking purposes until the attack is complete. The target 'Mech is effectively "under" the jumping BattleMech and can fire on it at a Range of 1, using the Front/Back column of the BattleMech Hit Location Table to determine damage.

A 'Mech attempting a death-from-above attack may not make any weapon attacks.



A *Stinger* is making a death-from-above attack on a *Locust*. The *Stinger's* path during the jump is as shown. During the Weapon Attack Phase, the *Locust* may fire on the *Stinger* with any weapons it can bring to bear at a Range of 1, against the *Stinger's* front side.

If the 'Mech takes 20 or more points of damage during the Weapon Attack Phase, the pilot must make a Piloting Skill roll as usual. If the attacker fails this roll, the death-from-above attack automatically misses and the attacker falls, as described below in Falls.

ADVANCED RULES

Base To-Hit Number

The Base To-Hit Number for a death-from-above attack is 5, modified for movement but **not** for terrain. The attacking 'Mech will always be jumping (+3 modifier) which makes the minimum Modified To-Hit Roll an 8.

If the attack is successful, damage is inflicted on both 'Mechs. If the attack misses, the attacker fails. Both results are described below.

Damage To Target

The target takes damage equal to one-tenth the weight of the attacking 'Mech (round up) times three.

Group the damage into 5-point clusters and determine the hit location of each cluster by rolling 1D6 and consulting the BattleMech Punch Locations Table. Use the attacking 'Mech's starting hex to determine the hexside hit.

Damage To Attacker

If the death-from-above attack is successful, the charging 'Mech takes damage to its legs as though it had fallen one elevation level.

To determine the damage, divide the attacking 'Mech's weight by 5 (round up). Group the result into 5-point clusters, and roll a damage location on the BattleMech Kick Locations Table for each cluster, using the Front/Back column.

Falls

As a result of a successful death-from-above attack, both 'Mechs might fall, and so the MechWarriors must make Piloting Skill rolls. The target adds a +2 modifier to his to-hit number, and the attacker adds +4.

After an unsuccessful death-from-above attack, the attacker automatically falls. Damage is determined as though the 'Mech had fallen two elevation levels. Divide the attacking 'Mech's weight by 10, multiply the result by 3, group the total into 5-point clusters, and determine hit locations as though the 'Mech landed on its back.

Location After Attack

The attacker lands in the target's original hex. If the death-from-above attack is successful, the target is pushed one hex away from the direction of the attack. If the attack fails, the defending player moves the target 'Mech one hex in any direction, even if that 'Mech is immobile or prone (because only one 'Mech may occupy a hex at any one time). This might result in **Accidental Falls from Above** or a **Domino Effect**, both described below.

PHYSICAL ATTACKS FROM DIFFERENT ELEVATIONS

The rules for physical attacks assume that the attacking and defending BattleMechs are at the same elevation. However, 'Mechs may make physical attacks against other 'Mechs within one elevation level. Use the Physical Attacks from Different Elevations Table to determine the types of physical attacks allowed in each situation, and which hit location table is used.

PHYSICAL ATTACKS FROM DIFFERENT ELEVATIONS*

Target Is:	Allowed Physical Attack
1 level higher	Charge, Punch, or Club (use Kick table for Punch, Club)
1 level lower	Charge, Kick, or Club (use Punch table for Kick, Club)

*A death-from-above attack is always allowed if the BattleMech has the necessary Jumping MP

ACCIDENTAL FALLS FROM ABOVE

When a BattleMech accidentally falls two levels or more into a hex occupied by another 'Mech, the falling 'Mech must make a to-hit roll with a Base To-Hit Number of 7, modified by target movement and terrain.

When a 'Mech accidentally falls one level or less into a hex occupied by another 'Mech, the result is a Domino Effect (discussed below).

A 'Mech may not intentionally "accidentally" fall from above.

Falling BattleMech Hits Target

If the to-hit roll is successful, treat the fall as a successful death-from-above attack.

The "target" 'Mech takes damage equal to one-tenth the weight of the falling 'Mech (round down). Group the damage into 5-point clusters as above, and determine damage on the BattleMech Punch Locations Table.

Damage to the falling BattleMech is determined as normal for a fall.

Falling BattleMech Misses Target

If the to-hit roll is unsuccessful, the falling 'Mech lands in an adjacent hex, as close to the hex it fell from as possible, and takes the usual damage from falling.

DOMINO EFFECT

If a BattleMech accidentally falls one level or less, or is pushed into a hex occupied by another 'Mech, the second 'Mech is forced out of the hex in the same direction the first 'Mech was moving. The second 'Mech must make a successful Piloting Skill roll to avoid falling. This domino effect continues as long as there are 'Mechs adjacent to one another in the direction of the push.

When a domino-effect push is directed against a 'Mech's side, the 'Mech can avoid the push by moving one hex directly forward or back, if it has sufficient MP remaining from the Movement Phase, and if it is both mobile and standing. If the player makes a successful Piloting Skill roll for that 'Mech, the domino effect is broken.

Go to Training Scenario #4, p. 39





TRAINING SCENARIO #1: FIRST RUN

Seen from the observation platform, the four simulator pods arrayed below resemble caskets. Ironically enough, they represent one of the peak experiences of life.

"Button up, lock down, and stand by."

At last, the long wait is over. Long weeks of scanning holovids and tech readouts are done and gone. These pilots will not see real combat for months yet, but a simulator run is better than nothing.

"We have drop clearance. Deploy at my mark."

Four eager pilots anxiously prepare their simulated 'Mechs for battle, fumbling at controls they have seen only in textbooks until today.

"Three, two, one, GO!"

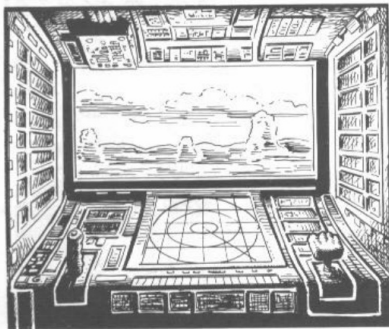
On each of the pods' main viewscreens, bay doors slide open to reveal a virtual representation of an alien landscape over which four gleaming BattleMechs tower. Overwhelmed, the novice pilots hesitate, their 'Mechs standing motionless like sculpture in a surreal garden.

"Get the lead out, people! No guts, no galaxy!"

SITUATION

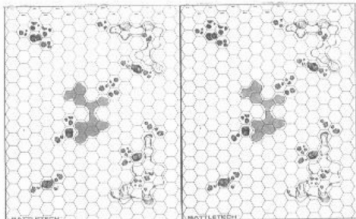
By the time a MechWarrior gets into a BattleMech for the first time, he or she will have logged hundreds of hours on a simulator designed to teach the basics of 'Mech piloting and gunnery. Simulator training provides the foundation for everything the MechWarrior will learn during his career. Without the simulators, novice pilots would make dangerous mistakes that could damage valuable materiel and put their lives, and the lives of their comrades, at risk.

The first training scenario recreates one of the many simulator programs used to train MechWarriors throughout the Inner Sphere.



GAME SET-UP

Lay out the BattleTech mapsheets as shown. Only the basic rules are used for this scenario.



DEFENDER

The simulator has chosen two BattleMechs for the defender, a *Wasp* and a *Griffin*.

Deployment

The defender's 'Mechs may be placed anywhere within three hexes of the south edge of the south mapsheet.

ATTACKER

The simulator has chosen two BattleMechs for the attacker, a *Stinger* and a *Wolverine*.

Deployment

The attacker's 'Mechs may be placed anywhere within three hexes of the north edge of the north mapsheet.

VICTORY CONDITIONS

Victory belongs to the first side to destroy an enemy BattleMech. Each team has one more powerful and one less powerful 'Mech. Each side must decide whether to concentrate their fire on one enemy 'Mech, or try to protect their weaker 'Mech.

SPECIAL RULES

If a BattleMech exits the map, that side is considered to have surrendered, and the scenario is over.

TRAINING SCENARIO #2: FINAL EXAM

"Button up, lock down, and stand by."

After three months of daily exercises, the initialization procedure has become second nature, almost tedious. Until today, that is.

"We have drop clearance. Deploy at my mark."

Only two combatants would enter the electronic arena this time. Only one of those two would be recommended for the Battle School of the military academy.

"Three, two, one, GO!"

As the virtual reality of the simulator came into view, both 'Mechs opened fire. This would be a pitched battle. There was a lot at stake, or so they thought. . .

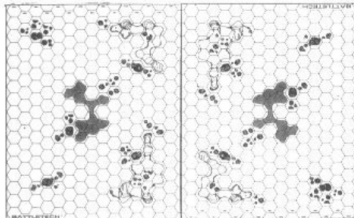
SITUATION

When the training officer feels that his students are ready, they compete in a combat trial in which each combatant is told the winner will be recommended for commencement and the loser will "wash out." In fact, this is not the case, but the deception successfully creates the kind of fierce opposition MechWarriors will face in the field when they are fighting for their lives.

This scenario recreates the typical "final exam" experienced by nearly all MechWarriors in the Inner Sphere.

GAME SET-UP

Lay out the BattleTech mapsheets as shown. In addition to the basic rules, the advanced rules for torso twisting and heat are used in this scenario.



DEFENDER

The training officer has chosen a *Thunderbolt* for the defender.

Deployment

The defender may set up anywhere on the map.

ATTACKER

The training officer has chosen a *Crusader* for the attacker.

Deployment

The attacker may set up anywhere on the map at least six hexes away from the defender and at least three hexes from any edge of the map.

VICTORY CONDITIONS

The winner is the first BattleMech to disable his opponent, or after ten turns, the 'Mech that took the least damage.

Determine which 'Mech took the least damage by totaling all armor and internal structure dots filled in on each 'Mech during the scenario. The 'Mech with the lowest total wins.

SPECIAL RULES

If one 'Mech exits the map, the MechWarrior is considered to have surrendered, which ends the scenario.



TRAINING SCENARIO #3: TRIAL BY FIRE

"Assault Lance. Report, what is your status?"

What a laugh. Most of Assault Lance lay around him in smoldering heaps of twisted metal.

"There is no Assault Lance! They ambushed us as we came out of the pass. Get me out of here!"

The lone MechWarrior struggled to calm his frazzled nerves as he sweated out the long seconds before his commlink crackled his commander's response.

"Main force unable to reach your present position. Rendezvous at Drop Zone Beta."

The order was a death sentence. Beta was across enemy lines.

Back at the academy, he had wanted nothing more than to get into the action. Now he was in the action, his father's Mech was ruined, and he was babbling like a frightened child.

No more. The MechWarrior mentally threw back his shoulders.

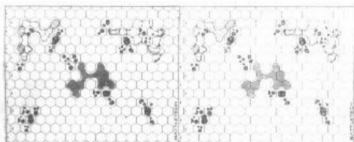
"Yes, sir! On my way. . ."

SITUATION

Just as a war is a series of battles, most battles are a series of engagements. In just such an engagement, a lance of novice MechWarriors is ambushed and nearly wiped out, leaving one inexperienced pilot alone with his damaged Mech. The only way back to his unit is across enemy lines. If he can get to the rendezvous point in time, the lone warrior can join up with the rest of his unit and withdraw for repairs. If not, he will probably be captured by the enemy.

GAME SET-UP

Lay out the BattleTech maps as shown. In addition to the basic rules, the advanced rules for torso twisting, heat, MechWarriors, and Piloting Skill rolls are used in this scenario.



DEFENDER

The defender is a lone MechWarrior (*Gunnery 4, Piloting 5*) in a damaged *BattleMaster* that has sustained 13 points of damage to its center torso, 10 points to its right and left torso, 8 points to each arm and 5 points to each leg. The *BattleMaster* has taken no damage to its rear armor.

Deployment

The defender may set up anywhere within three hexes of the west edge of the mapsheet.

ATTACKER

Three Mechs stand between the wounded *BattleMaster* and its rendezvous: a *Locust* (*Gunnery 3, Piloting 5*), a *Phoenix Hawk* (*Gunnery 4, Piloting 4*), and a *Rifleman* (*Gunnery 3, Piloting 4*).

Deployment

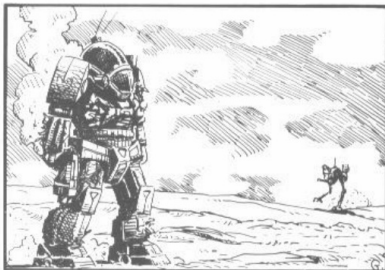
The attacker can set up the *Rifleman* anywhere on the easternmost mapsheet within three hexes of the east edge. The *Locust* and the *Phoenix Hawk* can be set up anywhere on the center mapsheet within six hexes of the east edge.

VICTORY CONDITIONS

The game ends in victory for the defender if the *BattleMaster* can move off the east edge of the easternmost mapsheet. If the *BattleMaster* is destroyed, the game ends in victory for the attacker.

SPECIAL RULES

Any Mech that exits the map is out of the battle.



TRAINING SCENARIO #4: DIVIDE AND CONQUER

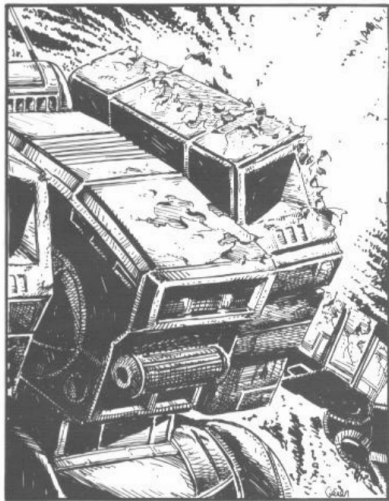
Explosions shook the ground as the battle raged to a fever pitch. Two lances tore into one another with all the firepower they could muster, vaporizing armor and fusing the components beneath.

Slowly but surely the attackers drove a wedge into the defending force, driving it apart. The attacking force destroyed half of the defending 'Mech force, but lost two of its own 'Mechs in the process.

Unwilling to surrender and with no reinforcements within range, both lance commanders grimly ordered their remaining 'Mechs to hold their ground.

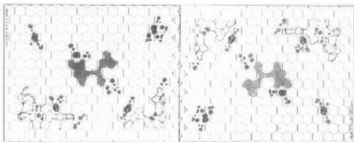
SITUATION

The attackers have managed to divide the defending force, a strategy that will give them a definite advantage if they concentrate their fire on one 'Mech before the other comes within range.



GAME SET-UP

Layout the BattleTech mapsheets as shown. All the advanced rules are used in this scenario.



DEFENDER

The defending force consists of a *Marauder* (Gunnery 3, Piloting 5) and a *Shadow Hawk* (Gunnery 4, Piloting 4).

Deployment

The attacker can set up the *Marauder* anywhere on the westernmost mapsheet within three hexes of the west edge. The *Shadow Hawk* can be set up anywhere on the easternmost mapsheet within three hexes of the east edge.

ATTACKER

The attacking force consists of an *Archer* (Gunnery 3, Piloting 5) and a *Warhammer* (Gunnery 4, Piloting 4).

Deployment

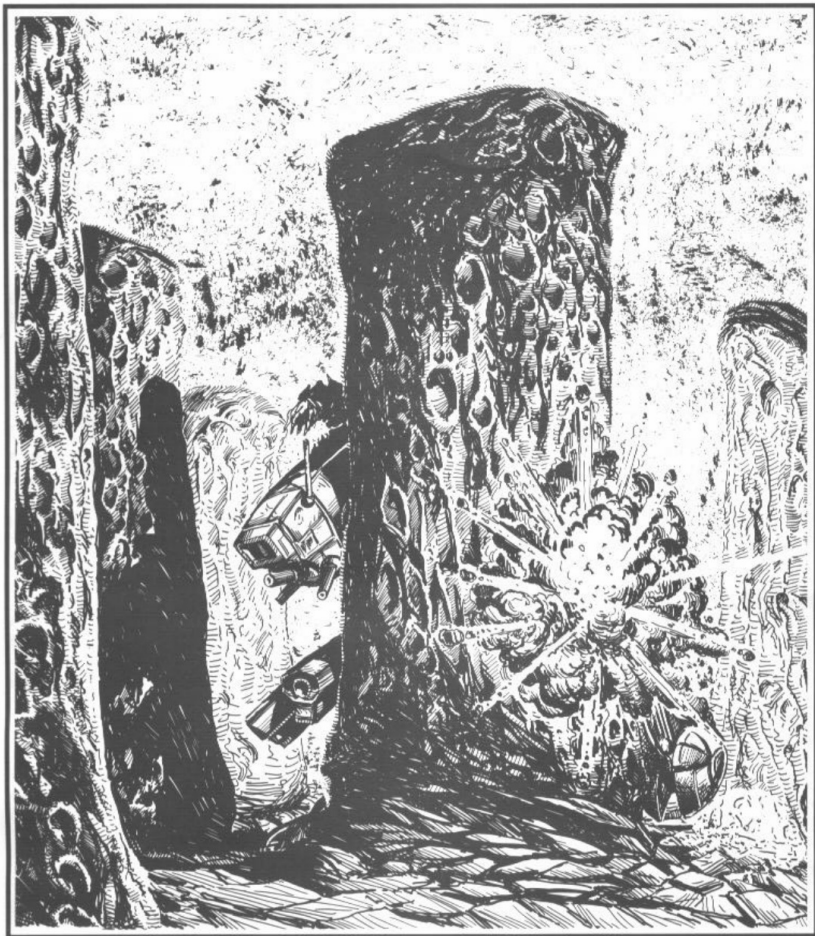
The attacker can set up both BattleMechs anywhere on the center mapsheet.

VICTORY CONDITIONS

The side with the last functional 'Mech remaining on the map wins.

SPECIAL RULES

Any 'Mech that exits the map is out of the battle.





BATTLEMECH DESIGN (OPTIONAL)

The following system allows players to construct their own BattleMechs using any mix of speed, armor, and weaponry they desire, then pit their creations against standard designs or their opponents' inventions on the battlefield.

'MECH DESIGN PROCEDURE

In order to design a BattleMech, a player will need a piece of scratch paper, a pencil or pen, the Inner Sphere Weapons Table from p. 44, and a blank BattleMech record sheet. BattleMech design follows the steps below in the order given:

1. Choose tonnage
2. Determine engine rating
3. Add control components
4. Allocate tonnage for internal structure
5. Determine jump capability
6. Add extra heat sinks
7. Add armor
8. Add weapons and ammunition
9. Complete critical hit tables
10. Allocate armor values
11. Complete the record sheet

CHOOSE TONNAGE

BattleMechs weigh between 10 and 100 tons, increasing in increments of 5 tons. Within these limits, a player may choose any tonnage. Record the BattleMech tonnage at the top of the sheet of scratch paper. The total weight of the BattleMech's engine, weapons, armor, and other components may not exceed this figure.

DETERMINE ENGINE RATING

A BattleMech's engine rating is determined by the 'Mech's total weight and desired speed. Multiply the BattleMech's tonnage by its desired walking speed. The resulting number is its engine rating.

$$\text{Tonnage} \times \text{Desired Walking Speed} = \text{Engine Rating}$$

The Fusion Engine Table, p. 44, lists the tonnage requirements for engine ratings from 10 to 400. On the scratch paper, subtract the weight of the engine itself from the total tonnage of the BattleMech. The remaining tonnage is available for other components and systems.

ADD CONTROL COMPONENTS

Every BattleMech must have a cockpit containing the MechWarrior's control station, life-support system, and electronic sensors. All BattleMech cockpits weigh three tons, regardless of the BattleMech's overall tonnage. Subtract three tons from the BattleMech's remaining tonnage.

In addition to its cockpit, every BattleMech must be equipped with a powerful gyroscope to keep it upright and able to move. The exact size of a BattleMech's gyroscope depends on its engine rating. Divide the BattleMech's engine rating by 100 (rounding up). The resulting number is the weight of the gyroscope (in tons). Subtract this figure from the tonnage remaining.

ALLOCATE TONNAGE FOR INTERNAL STRUCTURE

Ten percent of every BattleMech's total weight allowance is taken up by its internal structure. The Internal Structure Table shows the number of tons needed for internal structure for every BattleMech of a given weight. It also shows the number and allocation of the BattleMech's Internal Structure Diagram dots. All BattleMech heads have three dots on the Internal Structure Diagram.

Record the number of dots in each hit location by marking out any excess dots on the Internal Structure Diagram on the record sheet.

INTERNAL STRUCTURE TABLE						
Total Tonnage	IS Tons Required	CT Torso	L/R Torso	Each Arm	Each Leg	
10	1	4	3	1	2	
15	1.5	5	4	2	3	
20	2.0	6	5	3	4	
25	2.5	8	6	4	6	
30	3.0	10	7	5	7	
35	3.5	11	8	6	8	
40	4.0	12	10	6	10	
45	4.5	14	11	7	11	
50	5.0	16	12	8	12	
55	5.5	18	13	9	13	
60	6.0	20	14	10	14	
65	6.5	21	15	10	15	
70	7.0	22	15	11	15	
75	7.5	23	16	12	16	
80	8.0	25	17	13	17	
85	8.5	27	18	14	18	
90	9.0	29	19	15	19	
95	9.5	30	20	16	20	
100	10.0	31	21	17	21	

BATTLEMECH DESIGN

DETERMINE JUMP CAPABILITY

BattleMechs may be equipped with jump jets in their legs and/or backs to allow jump movement. The tonnage required for the jump jets depends on the weight of the BattleMech and the Jumping MP desired. The Jump Jet Weights Table gives these tonnage costs.

A BattleMech cannot be constructed with Jumping MP greater than its Walking MP.

JUMP JET WEIGHTS TABLE	
BattleMech Tonnage	Jump Jet Weight
10 – 55	.5 tons/Jump MP
60 – 85	1.0 tons/Jump MP
90 – 100	2.0 tons/Jump MP

Subtract the total weight of the BattleMech's jump jets from the remaining tonnage. Allocate a critical hit slot for each jump jet, on either a leg or torso location, for its exhaust port.

ADD EXTRA HEAT SINKS

Heat sinks dissipate heat produced by movement, weapons fire, and so on. Every BattleMech comes with ten heat sinks that do not count against the total tonnage. Most BattleMechs, however, will need at least ten additional heat sinks. Extra heat sinks can be acquired at the cost of 1 ton per heat sink.

ADD ARMOR

Armor helps protect the BattleMech's internal structure and critical components. Each ton of normal armor selected gives the BattleMech 16 armor points. Determine the total number of armor points the BattleMech will carry. These points will be allocated among the BattleMech's locations in Step 10, **Allocate Armor Values**. Armor can only be added in increments of one or one-half tons.

ADD WEAPONS AND AMMUNITION

Every weapon or piece of equipment on a BattleMech weighs a certain amount, as listed on the Inner Sphere Weapons Table, p. 44. Select the weapons that the BattleMech will carry. At least one ton (one-half ton for machine guns) of ammo must be purchased for each class of missile launcher or ballistic weapon. This provides a variable number of shots, depending on the launcher or weapon. Each ton of ammo occupies one critical hit slot. Note that certain pieces of equipment must be allocated to specific locations on the BattleMech's Critical Hit Table.

COMPLETE CRITICAL HIT TABLES

The record sheet contains a Critical Hit Table covering every part of the BattleMech's body. This table is already partially filled in. In this step of the design process, the player will allocate the BattleMech's additional heat sinks, jump jets, and weapons to

different parts of its body, and place them in a slot on the Critical Hit Table for that location. Remember that certain weapons take up more than one critical hit slot on the table.

Only a portion of the BattleMech's heat sinks must be allocated to critical hit slots. The number that does not have to be allocated is equal to the engine rating divided by 25 (rounding down). These heat sinks are assumed to be an integral part of the engine and are only destroyed if the engine is totally destroyed.

For example, a BattleMech with a 210-rated engine has purchased five extra heat sinks. Eight heat sinks (210/25) do not have to be allocated. The remaining seven (10 (free) + 5 (extra) – 8 (unallocated) = 7) must be allocated to critical hit slots.

The number of blank slots remaining on the table for a given location limits the number of weapons and other equipment that may be placed in that location. The fact that many weapons take up more than one space, as shown on the Weapons Table, acts as a further limit.

For example, only two slots are available on the Critical Hit Table for the center torso, but a PPC takes up three slots. Therefore, a PPC cannot be placed in the BattleMech's center torso. To free up slots, a player may elect to remove one or more arm actuators.

The critical hit slots for an AC/20 can be split between adjacent locations. All other weapons must have all of their critical slots in a single location.

Each ton of ammunition occupies one critical slot. That slot does not have to be in the same location as the weapon which uses the ammo. (Though machine gun ammo can be acquired in half-ton lots, a critical slot can accommodate a full ton of MG ammo.)

ALLOCATE ARMOR VALUES

Divide the total armor value (points of armor as determined in Step 7, **Adding Armor**) carried by the BattleMech among the eleven different locations shown on the Armor Diagram.

The exact armor value used to protect a given area is left to the player's discretion, but the armor value in a location may not be more than twice the number of Internal Structure dots in that location.

For example, if a BattleMech has ten Internal Structure dots in its left arm, the left arm's armor value cannot be more than 20. However, all 'Mechs may have an Armor Value of up to 9 on their heads.

It is important to note that the center, left, and right torso locations have both front and rear armor. The armor allocated to the front of a torso location will not protect the rear of that location, and vice versa. The total armor allocated to the front and rear of a torso location cannot be greater than twice the location's internal structure.

Use the Armor Diagram on the record sheet to indicate the armor value carried on each part of the BattleMech's body. Record each location's armor value by marking off excess dots in the same way as for the Internal Structure Diagram.

COMPLETE THE RECORD SHEET

Complete the record sheet by listing the BattleMech's Mech Data and Warrior Data.

BATTLEMECH DESIGN

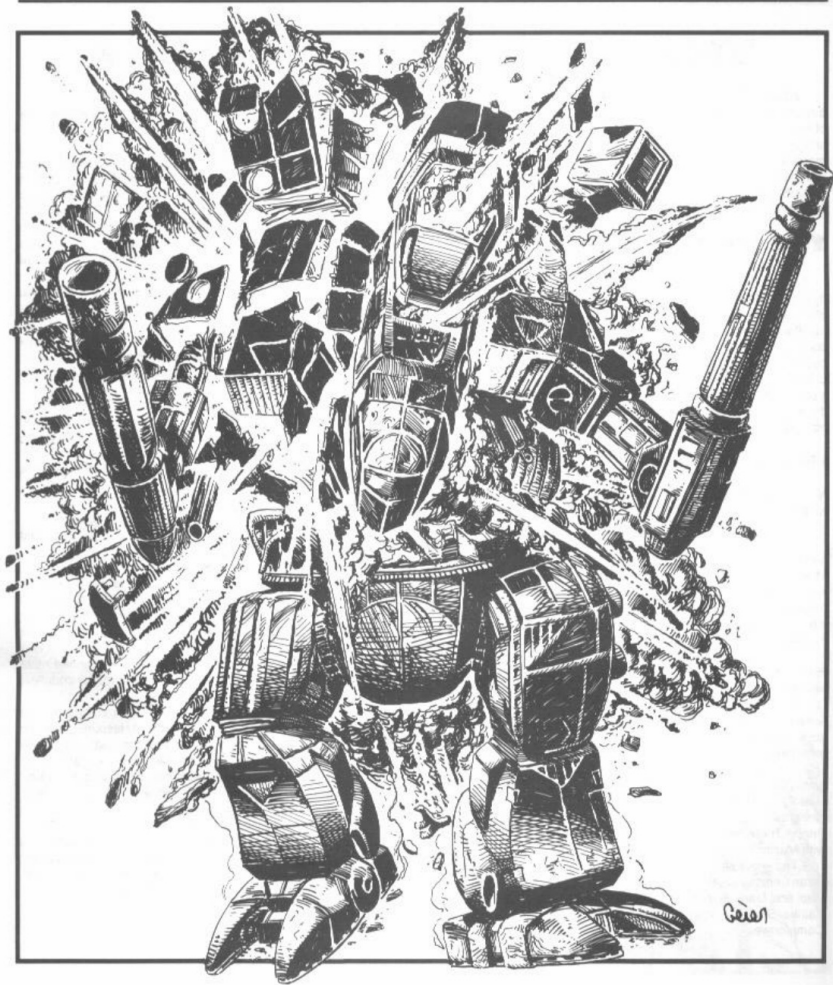
FUSION ENGINE TABLE

Rating	Manufacturer	Tonnage	Rating	Manufacturer	Tonnage	Rating	Manufacturer	Tonnage
10	Omni	0.5	145	Omni	5.0	275	Core Tek	15.5
15	GM	0.5	150	GM	5.5	280	VOX	16.0
20	Pitban	0.5	155	GM	5.5	285	Pitban	16.5
25	Omni	0.5	160	LTV	6.0	290	Omni	17.5
30	Nissan	1.0	165	VOX	6.0	295	GM	18.0
35	VOX	1.0	170	DAV	6.0	300	Viarr	19.0
40	GM	1.0	175	Omni	7.0	305	GM	19.5
45	GM	1.0	180	GM	7.0	310	Magna	20.5
50	DAV	1.5	185	GM	7.5	315	GM	21.5
55	VOX	1.5	190	DAV	7.5	320	Pitban	22.5
60	Leenex	1.5	195	Nissan	8.0	325	VOX	23.5
65	Nissan	2.0	200	Nissan	8.5	330	VOX	24.5
70	Omni	2.0	205	Viarr	8.5	335	Leenex	25.5
75	GM	2.0	210	GM	9.0	340	VOX	27.0
80	VOX	2.5	215	Core Tek	9.5	345	Viarr	28.5
85	DAV	2.5	220	DAV	10.0	350	Magna	29.5
90	DAV	3.0	225	VOX	10.0	355	LTV	31.5
95	Nissan	3.0	230	Leenex	10.5	360	Hermes	33.0
100	Hermes	3.0	235	GM	11.0	365	Hermes	34.5
105	DAV	3.5	240	Pitban	11.5	370	Magna	36.5
110	GM	3.5	245	Magna	12.0	375	GM	38.5
115	GM	4.0	250	Magna	12.5	380	GM	41.0
120	GM	4.0	255	Strand	13.0	385	LTV	43.5
125	Viarr	4.0	260	Magna	13.5	390	Magna	46.0
130	Magna	4.5	265	Viarr	14.0	395	Hermes	49.0
135	Hermes	4.5	270	GM	14.5	400	LTV	52.5
140	Leenex	5.0						

INNER SPHERE WEAPONS TABLE

Type	Heat	Damage	Minimum	Short	Medium	Long	Tonnage	Critical	Ammo
Energy Weapons									
Flamer	3	2	—	1	2	3	1	1	—
Large Laser	8	8	—	1-5	6-10	11-15	5	2	—
Medium Laser	3	5	—	1-3	4-6	7-9	1	1	—
Small Laser	1	3	—	1	2	3	.5	1	—
PPC	10	10	3	1-6	7-12	13-18	7	3	—
Ballistic Weapons									
Autocannon/2	1	2	4	1-8	9-16	17-24	6	1	45
Autocannon/5	1	5	3	1-6	7-12	13-18	8	4	20
Autocannon/10	3	10	—	1-5	6-10	11-15	12	7	10
Autocannon/20	7	20	—	1-3	4-6	7-9	14	10	5
Machine Gun	0	2	—	1	2	3	.5	1	200
Missile Weapons									
LRM-5	2	1/missile	6	1-7	8-14	15-21	2	1	24
LRM-10	4	1/missile	6	1-7	8-14	15-21	5	2	12
LRM-15	5	1/missile	6	1-7	8-14	15-21	7	3	8
LRM-20	6	1/missile	6	1-7	8-14	15-21	10	5	6
SRM-2	2	2/missile	—	1-3	4-6	7-9	1	1	50
SRM-4	3	2/missile	—	1-3	4-6	7-9	2	1	25
SRM-6	4	2/missile	—	1-3	4-6	7-9	3	2	15

THE BATTLETECH UNIVERSE



THE SUCCESSION WARS

A Dark Age has engulfed the Inner Sphere, the result of almost three centuries of war. Where once a united Star League ruled all of human-occupied space, now five splintered Successor States struggle for dominion. In their wars, each Successor House seeks mastery over the others, but none has the power to win on its own. Campaign succeeds campaign and battle follows battle—all without lasting victory or defeat. Men die and worlds are smashed, but the wars go ever on.

THE SUCCESSOR STATES

Each of the five Great Houses of the Successor States is ruled by a family descended from one of the original Council Lords of the Star League. All five Successor Lords claim the title of First Lord of the Star League, a dispute that has plunged their realms into almost continuous warfare for almost three centuries. This era has come to be known as the Succession Wars. The battleground is the sphere of star systems once occupied by the member-states of the once-glorious Star League. Beyond these stars lies the vast unknown of the Periphery, whose settled worlds the lords of the Inner Sphere have long-since abandoned to pirates and bandit kings.

HOUSE OF DAVION

Ruler: Hanse Davion, Prince of the Federated Suns, Duke of New Avalon. Known as "The Fox" and also as the Victor at Halstead Station.

House Davion and the Federated Suns have become the most powerful of all the Successor States. Though nearly defeated by Minoru Kurita in the First Succession War, the Davion forces rallied and drove Kurita's troops back across the border. In the two centuries since, skillfully conducted military campaigns and subtle diplomacy have enabled the Davions to double the number of star systems owing allegiance to the banner of the Federated Suns.

Hanse Davion became the ruler of House Davion and the Federated Suns after his older brother Ian died in the battle of Mallory's World. At 42, he is the youngest of the five Successor Lords. Enemies and friends alike call him The Fox, and his reputation for carefully crafted intrigue is well-deserved. In particular, it is believed that his agents are responsible for several of the rebellions that have plagued the House of Marik in recent years.

The main threat to Hanse Davion's position comes from the ambitions of his brother-in-law, Michael Hasek-Davion, Duke of New Syrtis. The Duke commands a large number of troops, and he has grown increasingly restive under the authority of the young Prince. There are rumors that he has concluded a treasonable pact with Maximilian Liao, ruler of the Capellan Confederation.

The Federated Suns is now loosely allied with House Steiner's Lyrans Commonwealth against a coalition formed by Houses Kurita, Liao, and Marik. It is believed that Hanse plans to marry Melissa, Katrina Steiner's daughter and heir to the throne of the Lyrans Commonwealth.

HOUSE OF KURITA

Ruler: Takashi Kurita, Coordinator of the Draconis Combine, Duke of Luthien, and Unifier of Worlds.

Almost three centuries ago, Coordinator Minoru Kurita was the first of the five surviving members of the High Council to declare himself First Lord of the League. During an offensive against House Davion he was assassinated on the world of Kentares IV. In retaliation, his son Jinjiro ordered the Combine troops to "bathe" accused Kentares in blood. Fifty million people were slaughtered, and the infamous Kentares Massacre has made the Kurita name both feared and despised in all the Successor States.

In the years since the First Succession War, House Kurita has lost territory along its border with the Federated Suns, but it has been able to capture a number of strategic star systems from House Steiner's Lyrans Commonwealth. Recently, however, Hanse Davion and Katrina Steiner have begun coordinating their offensives against the Combine. In response, Takashi Kurita has formed an alliance with Janos Marik and Maximilian Liao.

Takashi was named Coordinator of the Draconis Combine more than 20 years ago, after his father was killed by one of his own household guards. Rumors that Takashi was responsible for the murder were stamped out in a series of brutal purges. His position is now secure, and the remaining nobles of the Combine appear loyal.

HOUSE OF STEINER

Ruler: Katrina Steiner, Archon of the Lyrans Commonwealth and Duchess of Tharkad

Despite a number of humiliating defeats in the Succession Wars, the House of Steiner remains powerful because of its control over several of the old League's most important worlds, including the BattleMech manufacturing plants on Hesperus II. Although the factories themselves were thoroughly gutted during the First War, several maintenance facilities and storage depots remained intact. Naturally, the Hesperus system has been the target of countless offensives by all four other Houses.

Katrina Steiner distinguished herself while commanding a BattleMech regiment during the tenth battle of Hesperus, and was named Archon of the Commonwealth after the abdication of her uncle Alessandro. Even though she maintains the claim of her House to the title of First Lord, Katrina has also urged a reconciliation of the Successor Houses. Her proposals were rejected out of hand by Houses Liao, Marik, and Kurita, but Hanse Davion's positive response led to the present alliance between the Federated Suns and the Commonwealth. Archon Katrina has survived at least four assassination attempts, two of which are known to have been orchestrated by members of her own family. Her daughter Melissa has been chosen as Archon-Designate.



HOUSE OF MARIK

Ruler: Janos Marik, Captain-General of the Free Worlds League and Duke of Atreus

The House of Marik rules a territory torn by frequent civil wars and disorder. Since Janos Marik assumed power as Captain-General, two of his brothers and several of his military commanders have rebelled against his authority. Janos crushed them all, but only after costly and time-consuming campaigns. As a result, Marik has had little opportunity to lead his troops in battle against the other Successor Houses. Recently, emissaries from Takashi Kurita have convinced Marik that House Davion is responsible for the civil strife within his realm. As a result the Captain-General has joined Kurita and Liao in an uneasy coalition.

In truth, however, Janos Marik is himself to blame for much of the internal disorder that plagues the Free Worlds League. Despite the impossibility of trying to administer all of his far-flung territories from the court on Atreus, he has persisted in doing so. Naturally, this has alienated many of the powerful Dukes throughout his territory. They resent his attempts to usurp their power, and many of them trust him less than they do the other four Successor Lords.

HOUSE OF LIAO

Ruler: Maximilian Liao, Chancellor of the Capellan Confederation and Duke of Sian

Maximilian Liao is the leader of the weakest of the five Successor Houses. Two centuries of war and near-constant defeat have stripped the Confederation of half its territory and many of its most valuable star systems. Liao knows that his BattleMech regiments are not capable of fighting a prolonged, offensive war against any of the other Houses, especially not the forces of House Davion's formidable army. However, Liao is convinced that he holds the balance of power among the other Successor States, and that he can emerge from the chaos of a general war as the First Lord of a new Star League. It is for this reason that he agreed to join with Kurita and Marik in an alliance directed primarily against House Davion.

In addition, the Chancellor's agents have been busy trying to persuade Michael Hasek-Davion, Duke of New Syrtis, to betray his liege lord. It is believed that Liao has offered to recognize Michael as the legitimate Prince of the Federated Suns in exchange for his support against loyal Davion garrisons along the frontier.

MERCENARY COMPANIES

Although the five Successor Houses can each field large numbers of regular troops, they also rely heavily on independent mercenary outfits. These vary widely in size and quality, but not in motivation. The mercenaries of the Inner Sphere will fight for whichever Successor State offers them the highest pay. Many were once regiments in the Star League's Regular Army, while others have been staffed by deserters from the armies of the Successor States or from itinerant soldiers from beyond the Periphery. Some of the most famous, or infamous, mercenary units are described below.

HANSEN'S ROUGHRIDERS

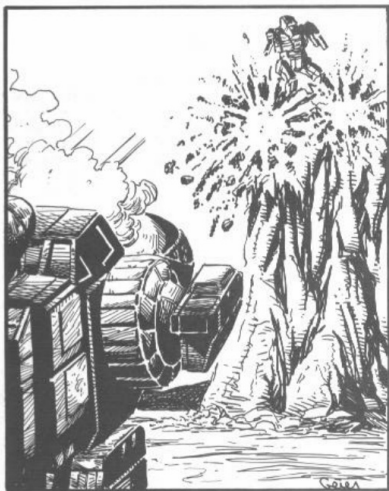
The Roughriders are commanded by Colonel Gerhardt Hansen, once a regimental commander in the service of the Free Worlds League. In rebellion against Janos Marik, Hansen was forced into exile after the battle of Iilon V. Most of his old regiment followed him, and Hansen used them to form the core of this mercenary unit. The Roughriders prefer close combat, and many of the regiment's companies are composed entirely of heavy BattleMechs. The Roughriders are famed for their attack on New Olympia, a heavily garrisoned world controlled by House Marik. In three weeks of almost continuous combat, the merc company annihilated two enemy regiments before being forced to retreat offworld. They are now in the service of House Steiner.

ERIDANI LIGHT HORSE

Once part of the Star League's Regular Army, this regiment refused to follow General Kerensky into self-imposed exile at the beginning of the Succession Wars. Instead, its officers and men renounced their allegiance to the League and offered their services as mercenaries to the House of Kurita. Since that time, the regiment has worked for several different masters. The Eridani Light Horse was organized as a raiding and reconnaissance force, and most of its BattleMechs are either light or medium. Only one of its battalions contains any heavy 'Mechs. The Light Horse regiment is now based in the Federated Suns, under long-term contract to House Davion.

WOLF'S DRAGOONS

This regiment is commanded by Colonel Jaime Wolf. Since the Dragoons first appeared in the Successor States 20 years ago, they have fought under the banners of all five Houses. The regiment's BattleMechs are very well-equipped, and it is rumored that Wolf's Dragoons have a well-stocked base somewhere outside the Successor States. While in service to Marik, the regiment became renowned for its gallant and determined assault on the Steiner world of Hesperus II. Although the Dragoons were defeated, Katrina Steiner was so impressed with their skill, that she later offered them a contract of her own. The regiment is now in the pay of House Kurita.



TWENTY-FIRST CENTAURI LANCERS

The Lancers are commanded by Colonel Thaddeus Kusaka. Although once a Star League regiment, the Lancers went over to the House of Liao shortly before the start of the First Succession War. They served the Capellan Confederation for more than sixty years, until a dispute over pay prompted them to mutiny. Their Colonel remained loyal to the House of Liao, but a group of officers deposed him and elected Shiro Kusaka as their new leader. Thaddeus Kusaka is Shiro's direct descendant. The Lancers have acted as free mercenaries in the 150 years since their mutiny. The heavy BattleMech regiment is now in the employ of House Marik.

LINDON'S COMPANY

Lindon's Company is a battalion-sized force of light and medium BattleMechs commanded by Captain Owen Lindon. They are the survivors of another mercenary outfit, Reilly's Armored Cavalry Regiment. Ten years ago, while under contract to House Kurita, Reilly and his men were sent on a deep-penetration raid against Driscoll's World. Although they were promised support, those reinforcements never showed up. Instead, Takashi Kurita used Reilly's raid as a diversion while his own BattleMechs occupied a planet closer to the frontier. Outnumbered by more than three to one, the mercenaries were cut to pieces. Lindon and a few survivors managed to retreat off-world. They fled to the Federated Suns and hired on with the House of Davion.

THE BANDIT KINGS

The petty warlords, bandits, and pirates who rule many of the worlds surrounding the Successor States are known as the bandit kings of the Periphery. Most bandit kings rule only a single world and command only a small force of rattletrap BattleMechs. Some are more powerful, governing loose coalitions made up of other bandit kings and planetary overlords. Nevertheless, the bandit kings are a constant threat and challenge to the five Successor Houses. Their water-poaching and spare-parts raids force the Successor Lords to maintain large numbers of garrison troops along the Periphery, and punitive expeditions from the Successor States are a common occurrence along the frontier.

HELMAR VALASEK, BANDIT KING OF SANTANDER V

Valasek was once a captain in one of Hanse Davion's BattleMech regiments. After being charged with piracy, theft, and insubordination, he and his entire company fled the Federated Suns, though not before carrying out a murderous raid on the regimental commander's family estate. Unable to sell their services to any of the other Great Houses, Valasek and his men eventually settled on Santander V, under the command of Tiberion Tominaga. After little more than a year, Valasek mutinied against Tiberion, killing him in a duel. He is now the undisputed master of the bone-dry world of Santander V. Valasek is impartial in his piracy, launching water and parts raids against worlds owned by both Hanse Davion and Takashi Kurita.

HENDRIK III, KING OF OBERON IV

Hendrik is the lineal descendant of Colonel Hendrik Grimm, the first of the bandit kings. The Grimm family has ruled Oberon VI for more than 170 years. In recent decades, the family's power has grown rapidly, and Hendrik III now leads a coalition of twelve other bandit kings. With several water-rich planets within his domain, Hendrik does not have to raid Successor State territory. Instead, he prefers to sell the services of his troops to the highest bidder. Although Hendrik is temporarily allied with House Kurita, Katrina Steiner's agents have been seen visiting Hendrik's palace.

REDJACK RYAN, CHIEFTAIN OF BUTTE HOLD

Redjack Ryan first appeared in the Inner Sphere as the leader of one of Hendrik of Oberon's mercenary units. While working for Janos Marik, Ryan and his men got out of hand and burned many of the towns on Fianna, an agricultural world owned by the House of Marik. Before Janos and Hendrik could assemble a force to track down the renegades, Redjack Ryan and his ragtag mob fled the Successor States and established themselves on Butte Hold, an isolated, water-poor planet just outside the Lyran Commonwealth. In the past few years, Ryan's raiding parties have hit both the Lyran Commonwealth and the Draconis Combine. If Takashi Kurita and Katrina Steiner were not at war with each other, it seems likely that a joint expeditionary force would long since have smashed the pirates at Butte Hold.

MECHWARRIOR FAMILIES

The soldiers of the Succession Wars are professionals, members of a hereditary warrior class. After two centuries of war, the industries of the Inner Sphere have been so crippled that production of new BattleMechs cannot keep up with the level of destruction, and those that are left are patchwork machines handed down from one generation to the next. The military families form a small, powerful elite in the Successor States, and they guard their position with jealous vigor.

Their children are raised from birth to be MechWarriors. From the time they are old enough to talk, the skills they need are hammered into them: electronics, mechanical engineering, tactics, and strategy. The high manual dexterity and hand-eye coordination required are developed by drill and through constant practice on electronic simulators. Those who do not measure up are shunted aside, to serve the family as Mech technicians, estate managers, or household guards. The best are taught to pilot both BattleMechs and aerospace fighters. They are kept in readiness for the day they will succeed their elders on the battlefield.

Over the centuries, the MechWarrior families have gathered more and more power. By the beginning of the 31st century, most own large estates, supported by large numbers of servants. Colonels and captains are correspondingly richer, and regimental commanders often own estates worked by thousands of civilians. Many have been made nobles by the Great House Lords. In return for their privileges and wealth, the MechWarrior families guarantee protection to their tenants, swear allegiance to their officers, and owe fealty to one of the five Successor Lords. Mercenary families give their loyalty only to their regimental officers.

THE DISPOSSESSED

Despite their wealth and power, a MechWarrior family's position is always precarious. It rests solely on their BattleMechs, and these war machines must be risked time and again in combat. Disaster on a distant battlefield can strip away a family's lands and prestige in a single instant. Those whose Mech are lost fall into the ranks of the Dispossessed. The Dispossessed regard themselves as members of the warrior class, but they are scorned by warriors with BattleMechs, and hated by the ordinary folk they once governed. They have no place in society.

Every child of the Dispossessed is raised with one overriding ambition—to regain full status as a MechWarrior by capturing a BattleMech. Many of them offer their services as technicians to one of the MechWarrior families, hoping that years of hard labor will be rewarded with a captured Mech. Others volunteer as infantry, taking desperate chances while looking for the lucky shot that will "kill" a BattleMech without wrecking it. Some wander through the Inner Sphere as adventurers and treasure-seekers, always looking for lost caches of Star League weaponry and other high-tech equipment.

The Successor Lords prefer to recruit their spies and scouts from among the Dispossessed, who are perfectly suited to those roles. The Dispossessed are desperate, ambitious, and willing to do almost anything in order to regain their place among the elite.

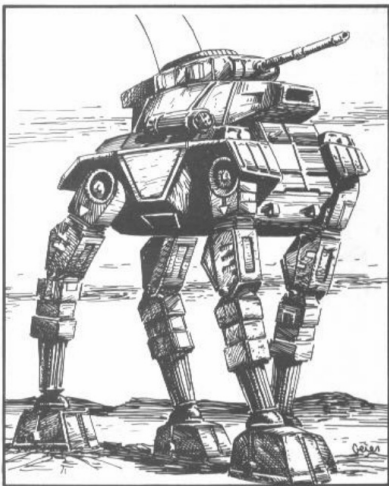
WEAPONS OF THE SUCCESSION WARS

The battlefields of the Succession Wars are dominated by BattleMechs, the most powerful war machines ever built. These huge, vaguely man-shaped vehicles are faster, more mobile, better armored, and more heavily armed than any 20th-century tank.

Equipped with weapons firing charged particle beams, lasers, rapid-fire autocannons, and missiles, Mech packs enough firepower to flatten anything but another Mech. A small fusion reactor provides virtually unlimited power, and BattleMechs can be altered to fight in environments ranging from sun-baked deserts to subzero arctic icefields.

Tanks and lightly-armed jeeps also can be found on 31st-century battlefields. Though technologically primitive compared to BattleMechs, these are the most advanced weapons that many of the Successor States are capable of manufacturing. Tank and jeep units garrison planets throughout the Inner Sphere. On some worlds, even infantry units may be thrown against an attacking BattleMech force. In the time of the Succession Wars, human life is cheap; only weapons are expensive.

Small, fusion-powered fighters control the skies and space. The battlefields of all the Successor States were nearly destroyed during the First Succession War, and as a result, the small aerospace fighters are now the first line of defense for any planet under attack from orbit or the atmosphere.



BATTLEMECHS

BattleMech components are manufactured using assembly-line production, but the 'Mechs must be assembled one at a time. Their unique, upright configuration makes any other system impractical.

PHYSICAL CONSTRUCTION

Each BattleMech is a blend of unique, technologically advanced components and commonly available material.

Skeleton

Every BattleMech is built around a "skeleton" made up of several dozen composite "bones." Each "bone" is a honeycombed, foamed-aluminum core wrapped with stressed silicon-carbide monofilament and protected by a rigid, titanium-steel shell. Each ultra-light artificial bone has the attachment points needed for the "muscles" and servos that drive the BattleMech. Their skeletal construction helps make BattleMechs less vulnerable and easier to repair than vehicles built with a stressed-skin shell.

Muscles

BattleMechs use two different systems to drive and control their movements. Light weapons and sensor arrays are propelled by small, electrically-driven rotary or linear actuators. Larger movements involving the limbs and main weapons are controlled by bundles of polyacetylene fibers called myomers. The fiber bundles contract strongly when exposed to electrical current, duplicating the operation of human muscle tissue, though on a much larger scale. Battlefield repairs to damaged limbs can easily be made by either replacing the fiber bundles or by transferring bundles from other parts of the 'Mech's skeleton. Transferred fiber bundles

cannot restore full function to a damaged limb, but can provide limited mobility and strength.

Armor

BattleMechs are protected by two separate layers of armor, which is available using a variety of components. Usually, an outer layer of aligned-crystal steel with good heat conductivity provides protection from lasers and particle-beam weapons. All 'Mech armor is also rigid, tough enough to stop almost any conventional projectile. An inner layer of boron nitride impregnated with diamond monofilament stops high-explosive armor-piercing (HEAP) rounds and fast neutrons. This second layer of armor also prevents armor fragments from spewing into the BattleMech's internal systems. Each layer of armor is only a few inches thick.

Power Plant

BattleMechs require a great deal of constant power for movement and combat. The most efficient system found to provide this is a fusion power plant creating enormous amounts of electricity from ordinary water. The fusion reaction created by a BattleMech's power plant does not release neutrons, and so the power plant can run indefinitely without becoming radioactive.

The fusion plant produces electricity by a process known as magnetohydrodynamics (MHD). Plasma from the fusion reaction is channeled by magnetic fields into a loop. This plasma is conductive, and the loop functions as a generator coil, producing both electricity and waste heat. Every BattleMech carries radiators called heat sinks to help get rid of that waste heat.

Heat retention is always a serious problem for BattleMechs because high internal temperatures can disrupt the magnetic containment fields around their reactors. If a power plant's magnetic "jar" is disrupted, a fusion reaction that would release neu-



THE BATTLETECH UNIVERSE

trons could occur, causing serious radiation damage to both the BattleMech's internal systems and to its crew.

Combat damage that causes an abrupt shutoff of the reactor's containment fields will not cause an explosion. It will, however, wreck the reactor.

Computers

In addition to their sophisticated movement-control systems, BattleMechs need computers to help handle a wide variety of sensor information and weapons systems. In most 'Mechs, these secondary systems are comparatively simple data processors constructed with currently available technology. Some BattleMechs, however, still possess advanced systems built long ago by Star League technicians. 'Mechs with these ultra-sophisticated computers have considerable advantages in combat.

Weapons

BattleMechs usually carry charged particle-beam weapons or lasers as their main armament. Energy weapons are generally preferred because they can be powered almost indefinitely by the onboard fusion reactor. In addition, many carry launching racks for short- or long-range, non-nuclear missiles. Some 'Mechs are also equipped with rapid-fire autocannons or machine guns for use against infantry, aircraft, and other BattleMechs.

Life-Support System

A sealed-environment crew compartment complete with chemical atmosphere regenerators, food, water, and other supplies can sustain the 'Mech's pilot and a single passenger for up to a week. Both positions in the crew compartment are equipped with ejection seats. If a BattleMech takes catastrophic damage, its pilot and any passenger can blow open the back of the 'Mech's head and eject out.

MOVEMENT

Depending on their size and weight, BattleMechs can reach walking or running speeds ranging from 40 to 100 kilometers per hour in open terrain. Dense forests, swamps, and steep slopes will slow them down, but very few terrain features can stop them. In addition, many 'Mechs can jump over obstacles by superheating air with their fusion reactors and jetting it out through their feet; on worlds with no atmosphere, jump-capable 'Mechs carry a small quantity of mercury to use as reaction mass for their jets. All BattleMechs can also move underwater while crossing rivers or small lakes.

All BattleMechs can make assault landings from low orbit. Special reaction jets housed in their feet allow them to soft-land from altitudes of up to 320 kilometers. During re-entry, breakaway ablate shields protect a BattleMech's vulnerable sensors and weapons.

MECHWARRIORS

BattleMech movement is controlled by a human pilot called a MechWarrior. MechWarriors wear neural-impulse helmets, called neurohelmets, which are connected to sophisticated computers that govern the BattleMech's balance. These computers constantly reset the BattleMech's gyro, effectively using the MechWarrior as the 'Mech's inner ear.

REPAIRS

Well-equipped BattleMechs carry stocks of certain spare parts, replacement myomers, armor patches, and extra sensor arrays. A MechWarrior can use these spares to repair minor combat damage in the field. After two centuries of war, however, few 'Mechs can be considered well-equipped. In fact, most carry only a few square yards of spare armor plating, and some lack even the small hand tools needed for making on-the-spot repairs.

HEAT

BattleMechs engaged in combat generate a lot of waste heat in a very short period of time. Their power plants, movement, and energy weapons all produce heat that must be eliminated. 'Mechs can be seriously damaged, and even crippled by high internal temperatures. High temperatures can disrupt the fusion reactor's magnetic containment shields and release hard radiation, killing the crew and crippling the onboard computers. In addition, the 'Mech's electronics and computer systems are temperature-sensitive. High heat can damage them, slowing the 'Mech's movement and reducing the accuracy of its weapons.

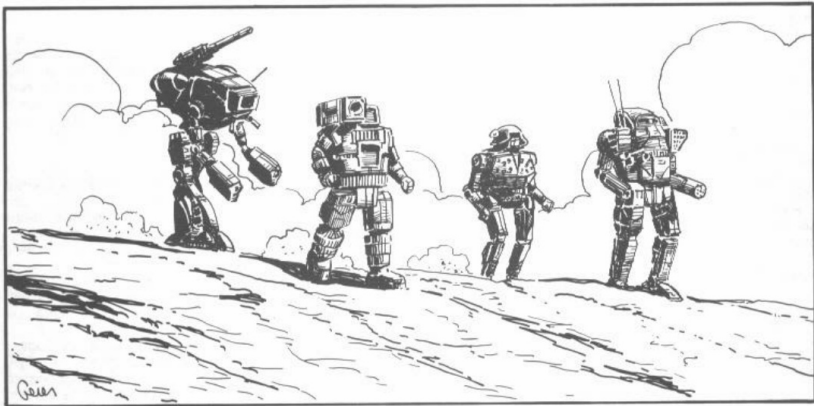
BattleMechs control their internal temperatures by radiating waste heat and by strictly regulating the rate at which they move and fire. All 'Mechs are equipped with "radiators" to help dissipate heat. The heat pouring out of these radiators gives BattleMechs an enormous IR (infrared) signature.

On temperate or cold worlds, conduction and convection help get rid of waste heat. However, both these physical processes work against a BattleMech operating in desert or jungle environments where the temperatures outside are higher than its internal temperature. In order to survive in these environments, 'Mechs must drastically slow the rate at which they build up waste heat.

Heat build-up can be controlled by reprogramming a 'Mech's movement control computer and its secondary systems. These computers are usually set to prevent the BattleMech from exceeding a certain rate of activity and the resulting level of heat build-up. When a 'Mech is sent to a high-temperature world, its activity-rate setting is lowered. The 'Mech will move more slowly and fire less often than it would on a temperate planet. When a 'Mech is sent to fight in an arctic climate, the setting is raised, allowing faster movement and a higher rate of fire. Reprogramming is usually carried out while the BattleMech force is enroute to its assignment aboard DropShips, and takes roughly two weeks.

BattleMechs are always adjusted for the expected external temperature. As a result, sudden increases in outside temperature can have a devastating impact on a 'Mech's ability to get rid of waste heat. A whole series of battle tactics have been developed to take advantage of this 'Mech characteristic. For example, commanders regularly set forests on fire while enemy BattleMechs are advancing through them. The superheated air roaring around the 'Mechs will either overload their cooling systems or drastically reduce their efficiency.

On the other hand, BattleMech pilots like to fight in shallow lakes and rivers. The running water helps keep the 'Mech's internal temperature in check, allowing a higher rate of activity. With everything else equal, the side that can shelter in water has a marked advantage in any battle.



BATTLEMECH REGIMENTAL ORGANIZATION

As a result of the Succession Wars, BattleMech armies are organized into regiments. Regiments are combined arms outfits containing heavy, light, and medium BattleMechs, aerospace fighters, and transport DropShips. Occasionally, several BattleMech regiments are combined to form a division, but only for very rare, large operations against heavily defended worlds.

The basic structure of a BattleMech regiment is triangular. That is, it is made up of smaller units in multiples of three. After several hundred years of BattleMech warfare and tactical experimentation, a standard regimental organization has evolved. In practice, few regiments are well-equipped enough to conform exactly to this standard organization, but all units in the Successor States are modeled on it.

A model BattleMech regiment is broken into the following smaller units: lance, company, and battalion.

LANCE

The smallest BattleMech unit is called a lance. It is the equivalent of a 20th-century tank platoon and contains four BattleMechs: one light, one medium, and two heavy 'Mechs. A full-strength lance should have four 'Mech pilots and four 'Mech technicians. Lances are labeled with their commander's name. For example, a BattleMech lance commanded by Lieutenant Gray is called "Gray's Lance."

Roughly one-third of all lances contain two aerospace fighters in addition to their BattleMechs. These variants are called "air

lances." Full-strength air lances have four 'Mech pilots, two fighter pilots, and six technicians.

COMPANY

Three regular lances and an air lance form a company. Companies are commanded by captains or senior lieutenants. Like lances, they are known by their commander's name. Companies contain twelve BattleMechs, two aerospace fighters, and twenty-eight men.

BATTALION

Three companies make up a battalion. Battalions are commanded by majors or by senior captains, and they are called by their commander's name. Full-strength units contain thirty-six 'Mechs, six fighters, and eighty-four men.

REGIMENT

Three battalions plus a transport section form a BattleMech regiment. Regiments are known by either a traditional title or by their colonel's name, such as "The 15th Crucis Hussars" or "Yamashita's Regiment." The transport section contains enough DropShips to carry the entire regiment in one lift.

DropShips come in three classes. The smallest, the *Leopard* Class, can carry a lance or an air lance of four 'Mechs and up to two aerospace fighters. *Union* Class ships can carry twelve 'Mechs and up to two fighters. *Overlord* Class ships can transport a full battalion of thirty-six BattleMechs and six fighters. Most regimental commanders prefer a mix of different DropShips in their transport section, believing that it adds flexibility and survivability to their command. DropShips are not armed. They rely on aerospace fighters for protection in space and in the atmosphere, and on BattleMechs while they are on the ground.

BATTLETECH WARFARE

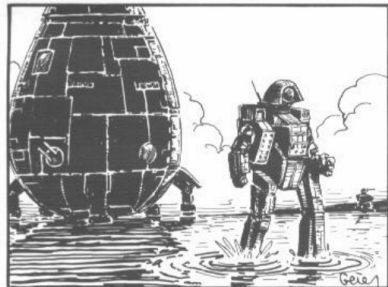
During this age, entire campaigns are fought for the control of single worlds. After two centuries of near-continuous conflict, the Successor States no longer possess the logistical bases needed to mount large-scale offensives. Instead, wars are fought for limited military objectives, including water-rich and mineral-rich planets, manufacturing centers, and spare-parts depots.

Battles for possession, however, are not fought in or around factories or depots. These assets are too rare and too valuable to risk destroying. For essentially the same reason, the armies of the Successor States no longer use weapons of mass destruction. The first two Succession Wars thoroughly gutted the Inner Sphere, making the resources that remain even more precious. Spare-parts depots, manufacturing plants, and other objectives are fought over; they are not shot at.

Water is one of the most valuable resources in the Inner Sphere. Usable water is comparatively scarce on most colony worlds, and the Succession Wars have destroyed the technology needed to simply maintain water-purification plants built by the old Star League. Because there is no near-future hope of being able to build new plants, planets with ample water are worth fighting for.

A distinct tactical pattern has emerged for invasions conducted by the Successor Houses, and most campaigns against water-rich planets, industrial centers, or spare-parts depots are fairly predictable.

If an invasion has been carefully planned, it usually succeeds. The attacking regiment is often hurt so badly in the fighting, however, that it can be dislodged easily by a determined counter-attack. Wars between two Successor States tend to seesaw back and forth, never reaching a decisive victory or defeat. After years of fighting, the House that eventually wins control may find itself with only two or three new planets to show for its efforts, and then it usually loses them in the next war to an enemy that has repaired its damaged BattleMechs and recruited new troops. The people of the Successor States have lived and died with stalemates for more than two hundred years.



STANDARD CAMPAIGN TIMETABLE

Because the commanders of Inner Sphere invasions rarely use innovative tactics, the following timetable represents the standard progression of a limited military objective raid.

D - 14 Days

The regimental assault force breaks out of hyperspace. Because it is dangerous to use the Kearny-Fuchida faster-than-light drive inside a star system's gravity well, the regiment's DropShips appear more than 640 million kilometers away from the target planet. Even at full sub-light speed, the assault force will take nearly two weeks to reach its target.

D - 2 Days

The regiment arrives in orbit around the invasion target. The aerospace fighters carried onboard its DropShips launch, and once in space, they engage any enemy fighters in orbit. They must destroy or drive off these enemy fighters before the BattleMechs can land.

D - 1 Day

When the defending aerospace forces have been defeated, the invasion force's surviving fighters may be sent to attack ground-based radar stations and missile batteries near the intended BattleMech regiment drop point. These installations are usually present only on heavily-defended worlds, and most invasion commanders prefer not to risk their fighters in atmospheric combat.

D-Day (Drop-Day)

The attackers' DropShips enter the planet's atmosphere and land on the surface. The invasion commander usually chooses a drop point several hundred kilometers away from the enemy BattleMech garrison, allowing him to organize his force and repair any minor damage sustained while landing.

D + 1 Day

The BattleMech regiment begins advancing against enemy positions. Light BattleMech units are detached to make lightning-quick raids against the planetary garrison's supply points, repair facilities, and surviving aerospace fighter bases. The rest of the regiment advances behind a screen of light and medium BattleMechs.

D + 2 Days and beyond

The main invasion force makes contact with the defending planetary garrison. The defending BattleMechs probably will have occupied positions in and around water sources such as lakes, streams, and shallow rivers. Whichever side controls the water has an obvious tactical advantage, and most of the fighting will take place around those positions. The garrison will have to hold out for at least six weeks before it can expect to receive any reinforcements. If they are badly outnumbered, the defenders may split up into small units (usually lances) and operate as a guerrilla force, harassing the invaders, but refusing to engage in pitched battles while waiting for reinforcements.

BATTLETECH®

INNER SPHERE WEAPONS & EQUIPMENT

Type Heat	Heat	Damage	Minimum	Short	Medium	Long	Tonnage	Critical	Ammo
Energy Weapons									
Flamer	3	2	-	1	2	3	1	1	-
Large Laser	8	8	-	1-5	6-10	11-15	5	2	-
Medium Laser	3	5	-	1-3	4-6	7-9	1	1	-
Small Laser	1	3	-	1	2	3	.5	1	-
PPC	10	10	3	1-6	7-12	13-18	7	3	-
Ballistic Weapons									
Auto Cannon/2	1	2	4	1-8	9-16	17-24	6	1	45
Auto Cannon/5	1	5	3	1-6	7-12	13-18	8	4	20
Auto Cannon/10	3	10	-	1-5	6-10	11-15	12	7	10
Auto Cannon/20	7	20	-	1-3	4-6	7-9	14	10	5
Machine Gun	0	2	-	1	2	3	.5	1	200
Missile Weapons									
LRM-5	2	1/missile	6	1-7	8-14	15-21	2	1	24
LRM-10	4	1/missile	6	1-7	8-14	15-21	5	2	12
LRM-15	5	1/missile	6	1-7	8-14	15-21	7	3	8
LRM-20	6	1/missile	6	1-7	8-14	15-21	10	5	6
SRM-2	2	2/missile	-	1-3	4-6	7-9	1	1	50
SRM-4	3	2/missile	-	1-3	4-6	7-9	2	1	25
SRM-6	4	2/missile	-	1-3	4-6	7-9	3	2	15

PILOTING SKILL ROLL MODIFIERS

BattleMech's Situation

Damage to BattleMech

BattleMech takes 20+ damage points in one turn

BattleMech reactor shuts down

Leg/foot actuator destroyed

Gyro hit

Leg destroyed

Physical attacks on BattleMech

BattleMech was kicked

BattleMech was pushed

BattleMech was charged/Death from Above

Unit's Actions

BattleMech missed kick

BattleMech charging

BattleMech Death from Above

BattleMech entering Depth 1 Water hex

BattleMech entering Depth 2 Water hex

BattleMech entering Depth 3+ Water hex

BattleMech attempting to stand

BattleMech jumping with damaged leg actuators

MechWarrior trying to avoid damage when his

BattleMech is falling

Modifier

+1

+3¹

+1

+3

Automatic Fall

+0

+0

+2

+0

+2

+4²

-1

0

+1

0

as per additional modifiers

+1/ level fallen

Additional Modifiers

Per leg/foot actuator also/previously destroyed

Per hip also/previously destroyed

Gyro also/previously hit (automatic fall if

two previous hits)

Leg previously destroyed

+1

+2

+3

+5³

¹ Only during the turn that the reactor shuts down. If the BattleMech must make a

Piloting Skill roll with a shut down reactor, the BattleMech automatically fails.

² Fall is automatic if the Death from Above is unsuccessful.

³ Do not add modifiers for the destroyed hip and other damaged actuators in the leg.

MOVEMENT POINTS

Terrain Type/Activity	Cost per hex
Clear	1 MP
Rough	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	
Depth 0	1 MP
Depth 1	2 MP ¹
Depth 2+	4 MP ¹
Elevation Change (up or down)	+1 MP/level
Other Activities	
Facing Change	1 MP/Hexside
Dropping to the ground	1 MP
Standing up	2 MP

¹ Piloting Skill roll required to prevent falling.

BASE-TO-HIT MODIFIERS

Range	Base-to-Hit-Number
Short	4
Medium	6
Long	8

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BATTLETECH

CRITICAL HIT EFFECTS TABLE (2D6)

Roll	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit location
10-11	Roll 2 Critical Hit locations
12	Head/Limb Blown off or Roll 3 Critical Hit Locations

CRITICAL HIT EFFECTS

HEAD	Life Support	Critical Hit Effects 1 point of damage to MechWarrior per turn. Heat is 15-24 2 points of damage to MechWarrior per turn. Heat is 25+ MechWarrior is dead. Mech is out of game. 1st hit: +2 to fire 2nd hit: No fire
	Cockpit Sensors	
	Engine	1st hit: +5 heat per turn 2nd hit: +10 heat per turn 3rd hit: Engine destroyed. Mech out of game 1st hit: all Piloting Skill Rolls +3 2nd hit: Gyro destroyed. Mech out of game
CENTER TORSO	Gyro	
	Shoulder All Arm Actuators Hand	+4 to hit with ranged weapons, +2 if pushing +1 to hit. Mech cannot pick up anything
	Hip	1st hip-MP is halved; 2nd hip-no movement +2 to all all Piloting Skill Rolls per hip critical -1 MP and -1 to all all Piloting Skill Rolls
ARM	All Leg Actuators	
	Weapon Jump Jet Ammo	Weapon destroyed -1 Jump MP per critical hit Ammo explodes doing damage to Internal structure, and MechWarrior takes 2 hits

MISSILE HITS (2D6)

Roll	Number of Missiles Fired	2	3	4	5	6	7	8	9	10	11	12
2	1	2	3	4	5	6	7	8	9	10	11	12
3	1	2	3	4	5	6	7	8	9	10	11	12
4	1	2	3	4	5	6	7	8	9	10	11	12
5	1	2	3	4	5	6	7	8	9	10	11	12
6	1	2	3	4	5	6	7	8	9	10	11	12
7	1	2	3	4	5	6	7	8	9	10	11	12
8	2	3	4	5	6	7	8	9	10	11	12	13
9	2	3	4	5	6	7	8	9	10	11	12	13
10	2	3	4	5	6	7	8	9	10	11	12	13
11	2	3	4	5	6	7	8	9	10	11	12	13
12	2	3	4	5	6	7	8	9	10	11	12	13

BATTLEMECH HIT LOCATIONS (2D6)

Roll	Left Side	Front/Back	Right Side
2	Lt. Torso (critical)	Center Torso	Right Torso (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Torso
7	Left Torso	Center Torso	Right Torso
8	Center Torso	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

HEAT POINTS

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Trying to Stand	+1 per attempt
Weapons Fire	As per <i>Weapons and Equipment</i> tables
Heat Sink	-1 per operational heat sink -1 additional per heat sink under water (6 max)
1st Engine Hit	+5 per turn
2nd Engine hit	+10 (total) per turn

MODIFIERS TO WEAPONS FIRE

Attacker:		
Gunnery Skill		+1 per Gunnery Skill level over 4 -1 per Gunnery Skill level less than 4
Movement Modifiers		
Stationary		None
Walked		+1
Run		+2
Jumped		+3
BattleMech damage		
Sensor Hit		+2
Shoulder		+4 for weapons in arm
Arm Actuator		+1 for weapons in arm
Heat		
8-12		+1
13-16		+2
17-23		+3
24+		+4
Prone		
Range and Terrain		+2
Minimum Range		
		-1 at minimum range, additional -1 per hex less than minimum range
Light Woods		
		+1 per intervening hex, +1 if target in Light Woods
Heavy Woods		
		+2 per intervening hex, +2 if target in Heavy Woods
Water		
		-1 to hit a BattleMech in Water hex; use BattleMech Punch Locations table
Depth 1		
		+1 to hit for firing BattleMechs in Water hex BattleMechs cannot fire into or out of depth 2+ water
Depth 2		
Target:		
Partial cover		+3 (use BattleMech Punch Locations table)
Prone		-2 (from adjacent hex), +1 (from all others)
Secondary target		+1
Immobilized		-4
Movement Modifiers		
Moved 0-2 hexes		None
Moved 3-4 hexes		+1
Moved 5-6 hexes		+2
Moved 7-9 hexes		+3
Moved 10+ hexes		+4
Jumped		+1

PHYSICAL ATTACKS DAMAGE

Type	Base-to-Hit	Damage
Punching	4+	Tonnage/10; Halved for each arm actuator missing
Kicking	2+	Tonnage/5; Halved for each leg actuator missing
Pushing	4+	Moves target 1 hex, forces Piloting Skill Roll
Charging	5+	To Target; [Attacker's tonnage/10] x hexes moved To Attacker; [Targets tonnage/10]

BATTLEMECH PUNCH LOCATIONS (1D6)

Roll	Left Side	Front/Back	Front/Back
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

BATTLEMECH KICK LOCATIONS (1D6)

Roll	Left Side	Front/Back	Front/Back
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

DIFFERENT ELEVATIONS

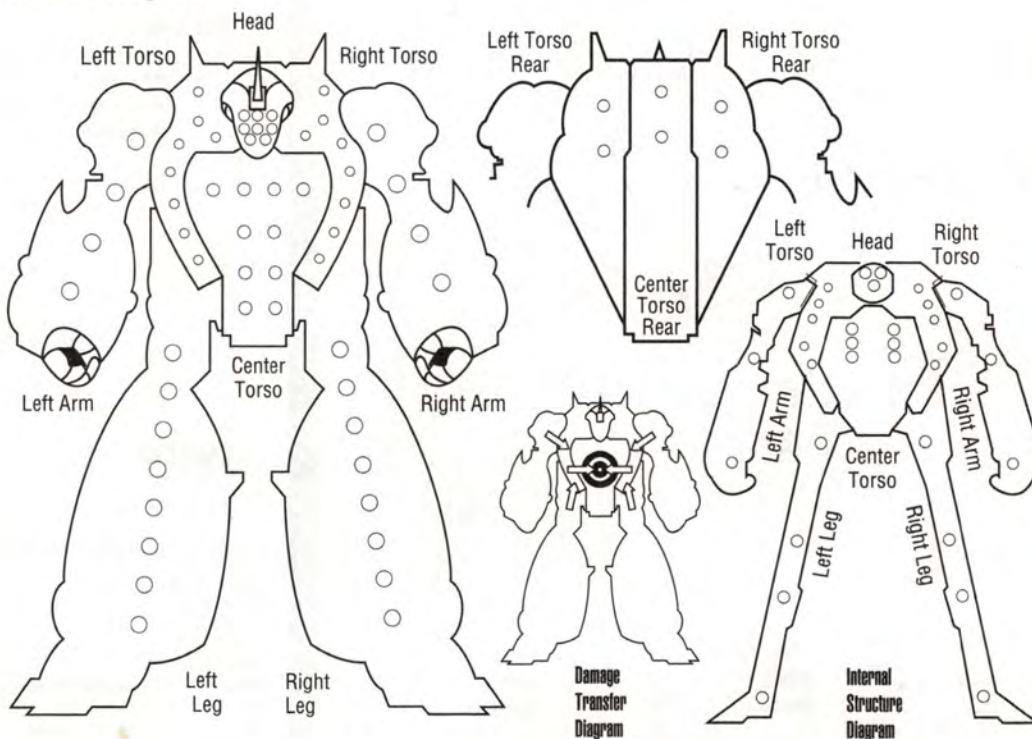
Target is:		Allowed Physical Attack
1 level higher Charge, Punch (use kick table) or Club (use kick table)		
1 level lower Charge, Kick (use punch table) or Club (use punch table)		
Death from Above is always allowed if the BattleMech has the necessary jumping MP.		

FACING AFTER A FALL

Roll	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexides Right	Right Side
3	2 Hexides Right	Right Side
4	Opposite Direction	Back
5	2 Hexides Left	Left Side
6	1 Hexides Left	Left Side



Armor Diagram



Mech Data

Type: LCT-1V Locust
 Tonnage: 20
 Movement Points:
 Walking: 8
 Running: 12
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Md. Laser	CT
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:
 MG (200)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Medium Laser
 - Ammo (MG) 200

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

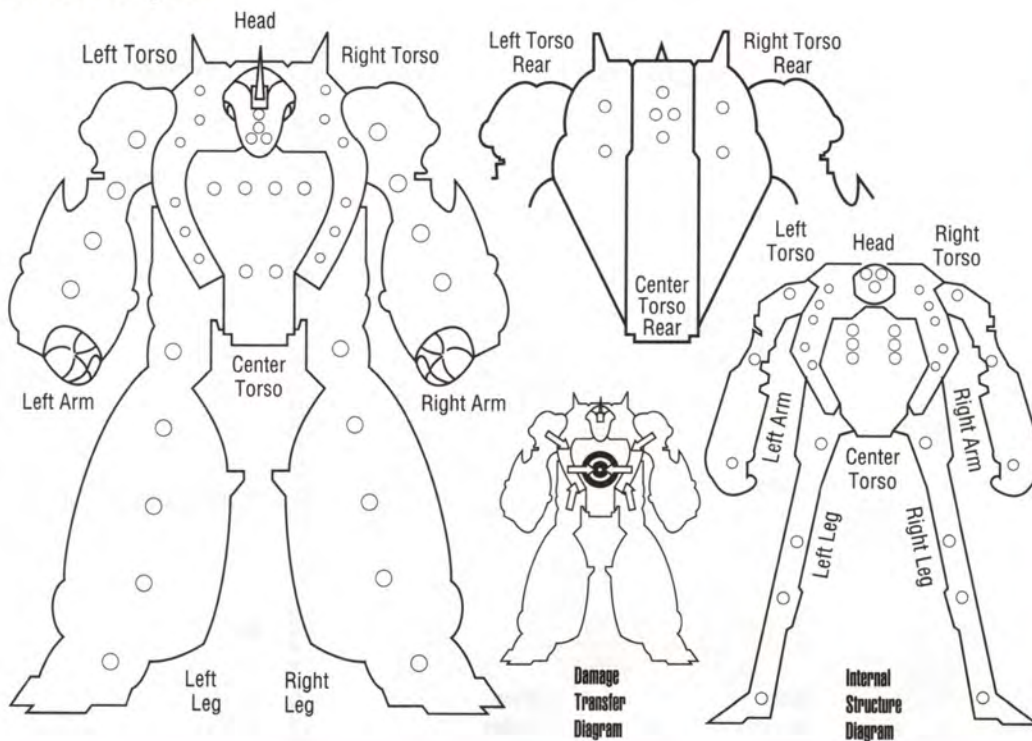
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: **STG-3R Stinger**
 Tonnage: **20**
 Movement Points:
 Walking: **6**
 Running: **9**
 Jumping: **6**

Weapons Inventory

#	Type	Location
1	Md. Laser	RA
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:
 MG (200)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Machine Gun
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - Jump Jets
 - Jump Jets
 - Jump Jets
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (MG) 200
 - Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Actuator
 - Hand Actuator
 - Machine Gun
 - Medium Laser
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
 - Jump Jets
 - Jump Jets
 - Jump Jets
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

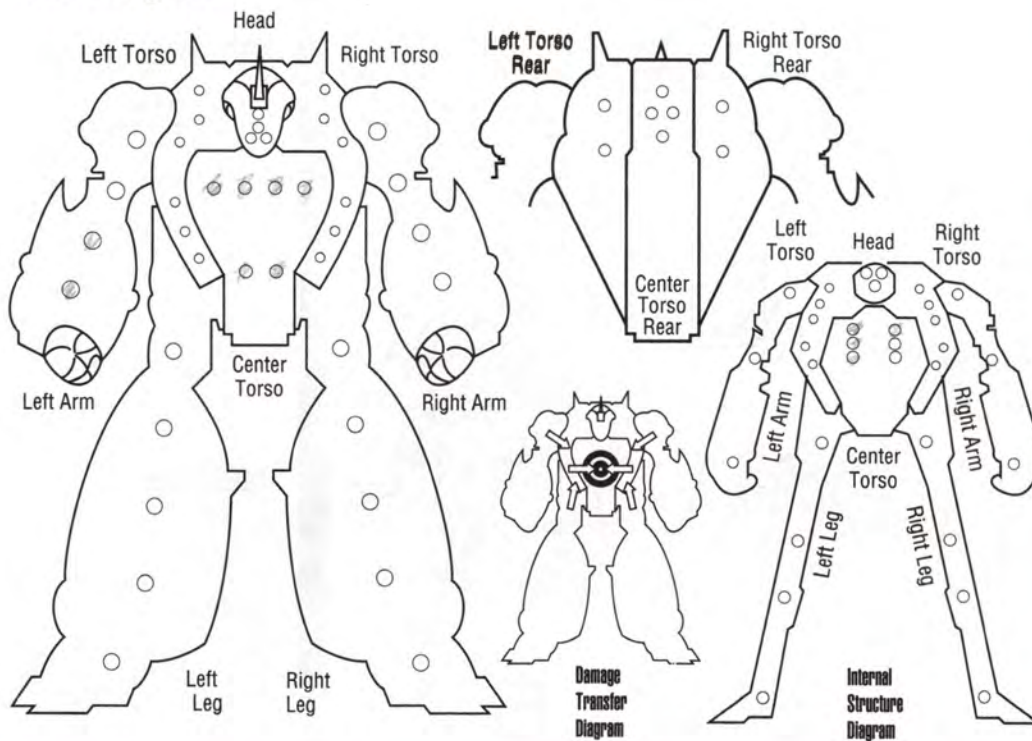
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: WSP-1A Wasp
 Tonnage: 20
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

Weapons Inventory

#	Type	Location
1	Md. Laser	RA
1	SRM 2	LL

AMMO:
 SRM 2 (50)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Ammo (SRM-2) 50
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM-2
6. Jump Jet

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Jump Jet
 6. Jump Jet

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

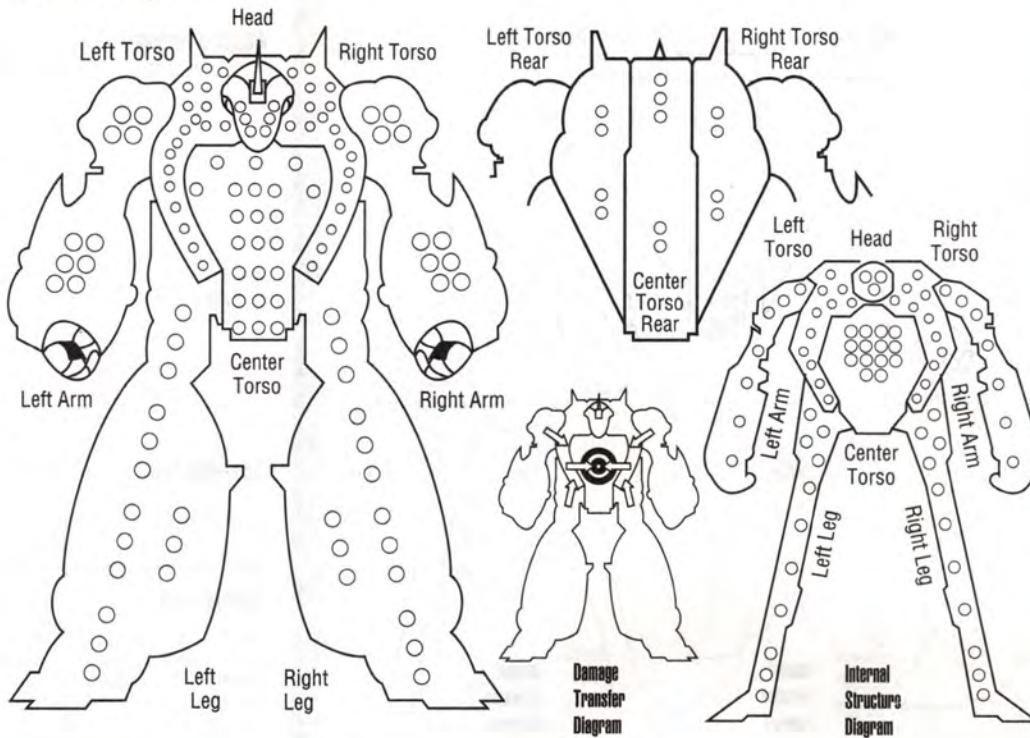
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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 CORPORATION

Armor Diagram



Mech Data

Type: PXH-1 Phoenix Hawk
 Tonnage: 45
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 6

Weapons Inventory

#	Type	Location
1	MachineGun	RA
1	MachineGun	LA
1	Lg. Laser	RA
1	Md. Laser	LA
1	Md. Laser	RA

AMMO:
 MG (200)

Total Heat Sinks

○○○○○○○○○○
 ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 - Machine Gun
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

1. Jump Jet
 2. Jump Jet
 3. Jump Jet
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (MG) 200
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Large Laser
 6. Large Laser
1. Medium Laser
 2. Machine Gun
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

1. Jump Jet
 2. Jump Jet
 3. Jump Jet
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

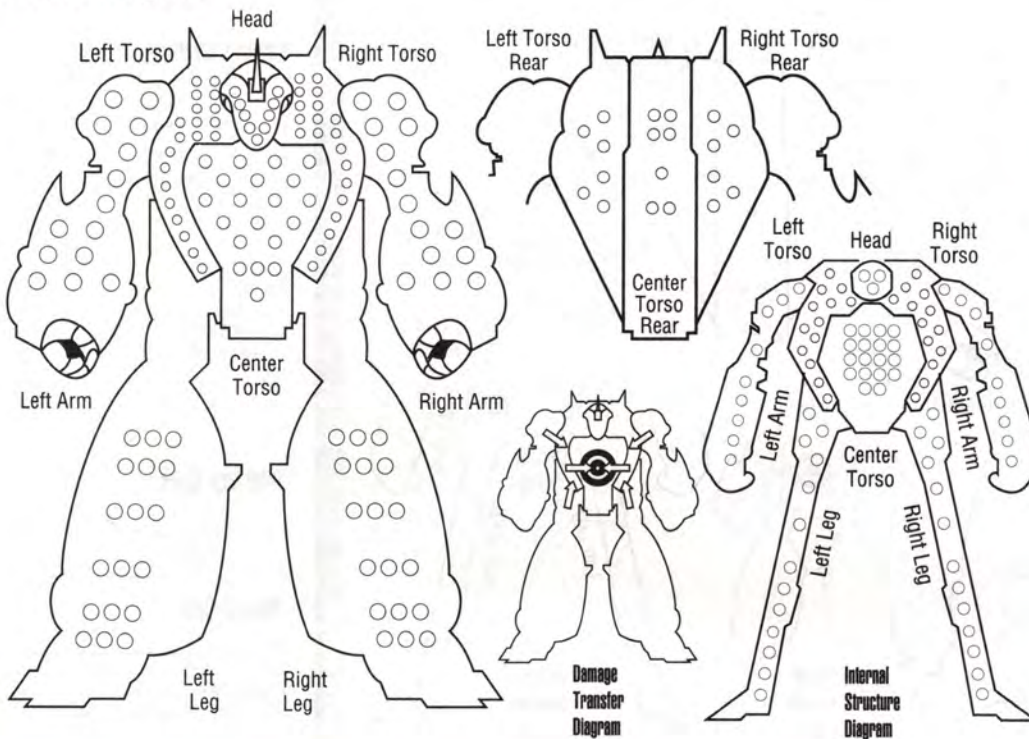
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: GRF-1N Griffin
 Tonnage: 55
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

Weapons Inventory

#	Type	Location
1	PPC	RA
1	LRM 10	RT

AMMO:
 LRM 10 (24)

Total Heat Sinks

○○○○○○○○○○
 ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Jump Jet
6. Jump Jet

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

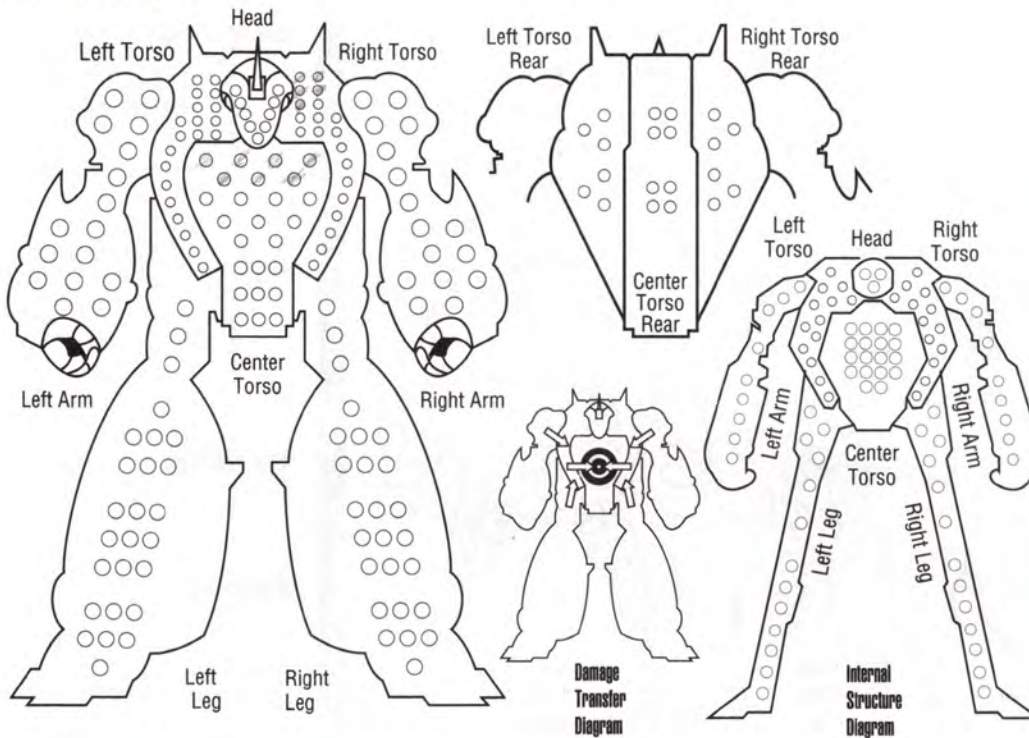
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

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Armor Diagram



Mech Data

Type: **WVR-6r Wolverine**
 Tonnage: **55**
 Movement Points:
 Walking: **5**
 Running: **8**
 Jumping: **5**

Weapons Inventory

#	Type	Location
1	AC 5	RA
1	Md. Laser	H
1	SRM 6	LT

AMMO:
 SRM 6 (15)
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○
 ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

1. SRM 6
 2. SRM 6
 3. Ammo (SRM 6) 15
 4. Heat Sink
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Jump Jet
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. AC 5
 6. AC 5
1. AC 5
 2. AC 5
 3. Ammo (AC 5) 20
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

1. Heat Sink
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

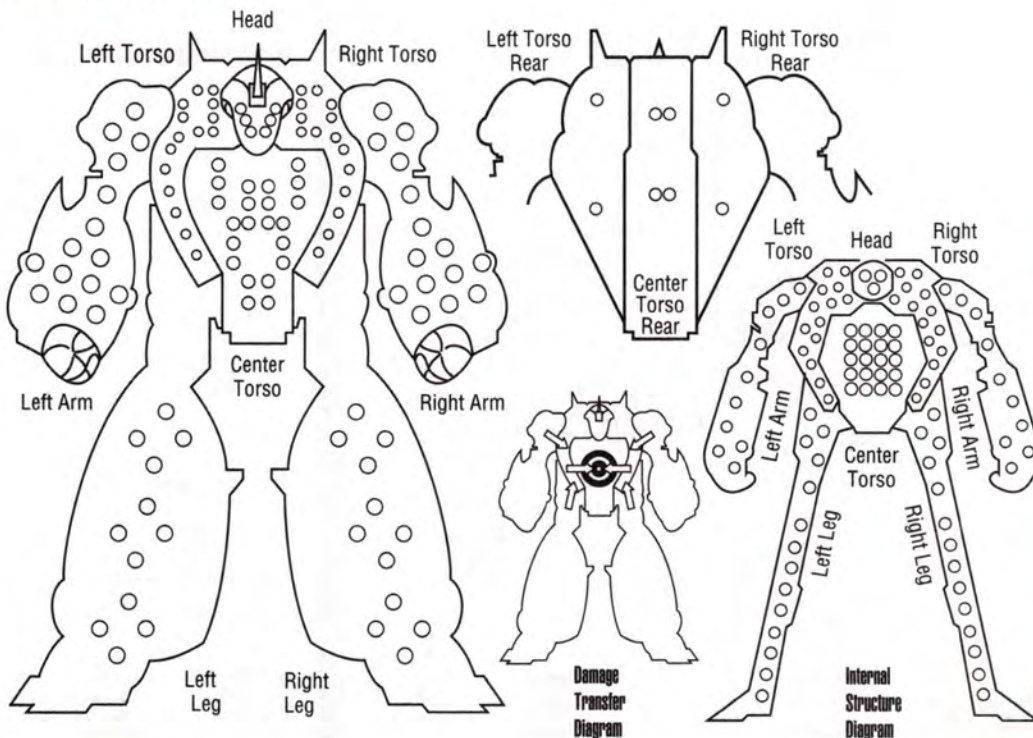
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: RFL-3N Rifleman
 Tonnage: 60
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Lg. Laser	RA
1	Lg. Laser	LA
1	AC 5	RA
1	AC 5	LA
1	Md. Laser	RT
1	Md. Laser	LT

AMMO:
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - AC 5
- AC 5
 - AC 5
 - AC 5
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (AC 5) 20
 - Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
 - AC 5
- AC 5
 - AC 5
 - AC 5
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

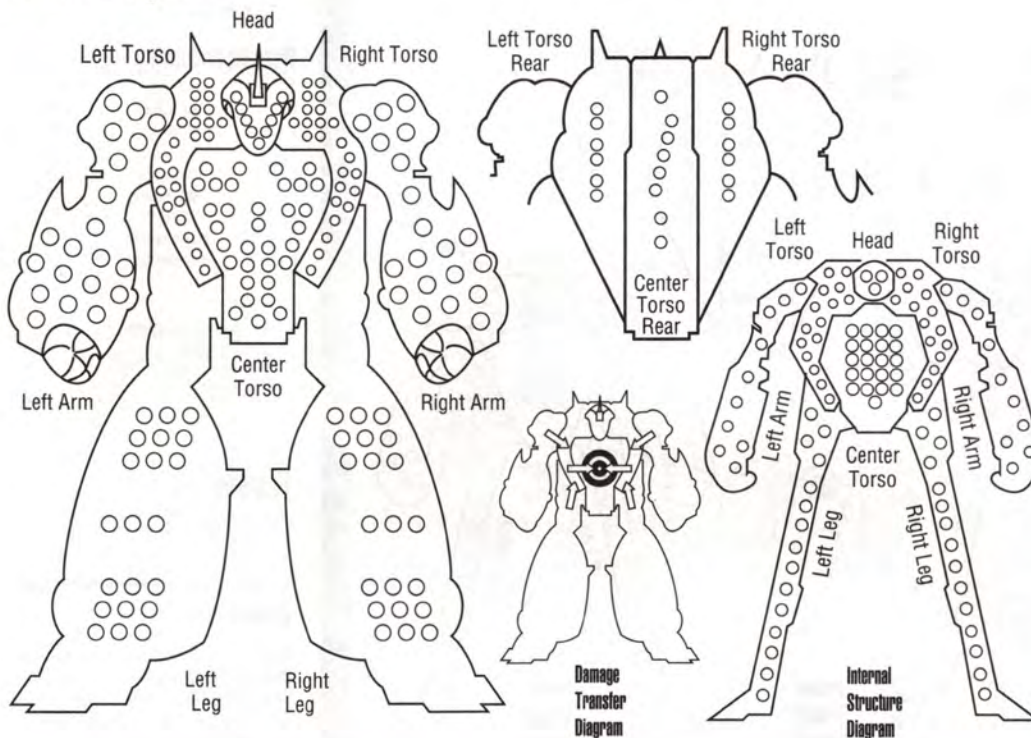
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: CRD-3R Crusader
 Tonnage: 65
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	LRM 15	RA
1	LRM 15	LA
1	SRM 6	RL
1	SRM 6	LL
1	Md. Laser	RA
1	Md. Laser	LA
1	Machine Gun	RA
1	Machine Gun	LA

AMMO:
 Machine Gun (200)
 SRM 6 (15)
 LRM 15 (16)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (SRM 6) 15
 6. Ammo (MG) 200

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Ammo (LRM 15) 8
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

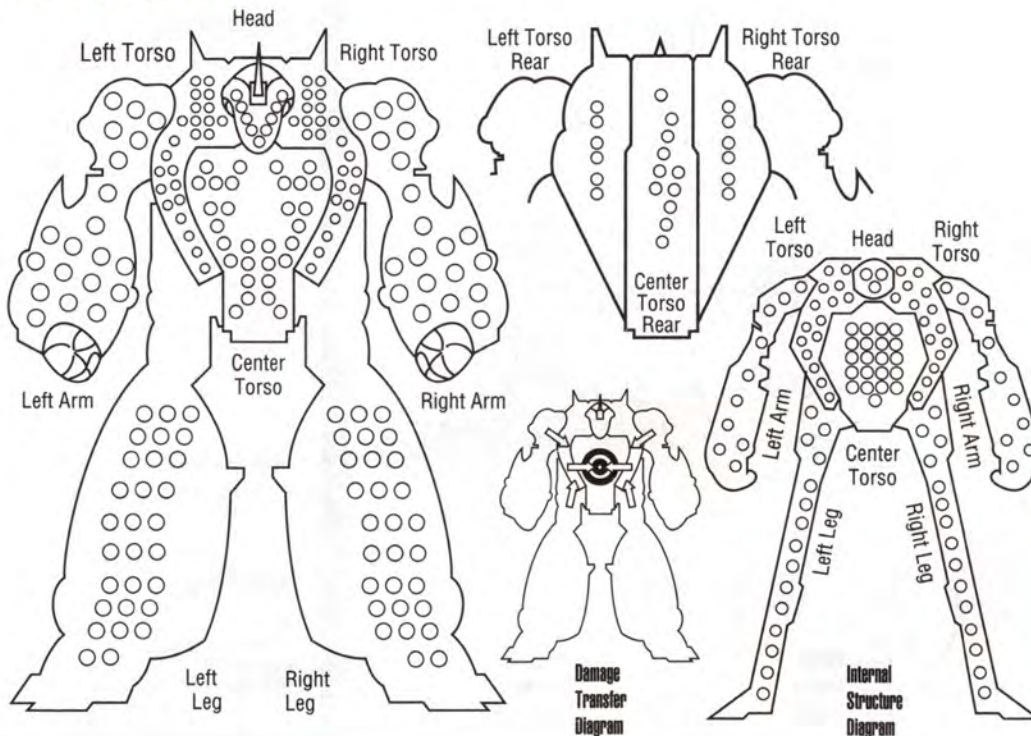
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 6
6. SRM 6

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

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Armor Diagram



Mech Data

Type: **TDR-55 Thunderbolt**
 Tonnage: **65**
 Movement Points:
 Walking: **4**
 Running: **6**
 Jumping: **0**

Weapons Inventory

#	Type	Location
1	Lg. Laser	RA
1	LRM 15	RT
1	Md. Laser	LT
1	Md. Laser	LT
1	Md. Laser	LT
1	SRM 2	RT
1	Machine Gun	LA
1	Machine Gun	LA

AMMO:
 Machine Gun (200)
 SRM 2 (50)
 LRM 15 (16)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Machine Gun
 - Machine Gun
- 1
- Ammo (MG) 200
 - Roll Again
- 2
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Medium Laser
 - Medium Laser
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 1
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 2

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1
- Gyro
 - Engine
 - Engine
 - Engine
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 2

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser
- 1
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 2

Right Torso

- LRM 15
 - LRM 15
 - LRM 15
 - SRM 2
 - Ammo (SRM 2) 50
 - Roll Again
- 1
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 2

Right Leg

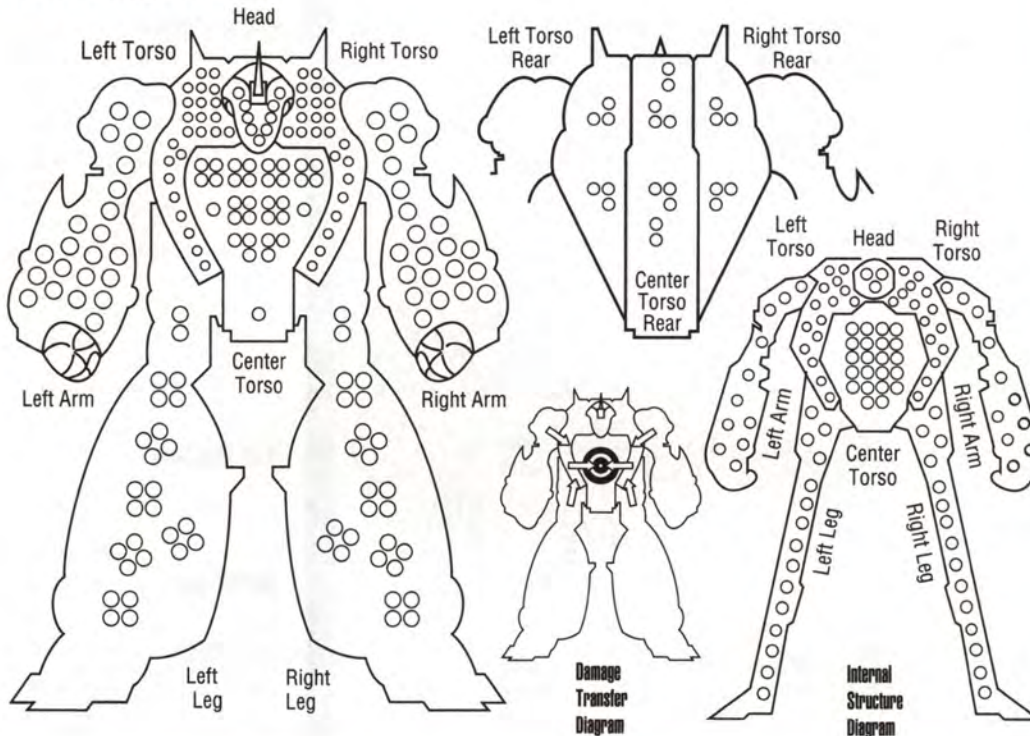
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: ARC-2R Archer
 Tonnage: 70
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	LRM 20	RT
1	LRM 20	LT
1	Medium Laser	RA
1	Medium Laser	LA
1	Medium Laser	CT(R)
1	Medium Laser	CT(R)

AMMO:
 LRM 20 (24)

Total Heat Sinks

○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

1. LRM 20
 2. LRM 20
 3. LRM 20
 4. LRM 20
 5. LRM 20
 6. Ammo (LRM 20) 6
1. Ammo (LRM 20) 6
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Medium Laser(R)
 6. Medium Laser(R)

Engine Hits ○ ○ ○ ○
 Gyro Hits ○ ○ ○ ○
 Sensor Hits ○ ○ ○ ○

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

1. LRM 20
 2. LRM 20
 3. LRM 20
 4. LRM 20
 5. LRM 20
 6. Ammo (LRM 20) 6
1. Ammo (LRM 20) 6
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

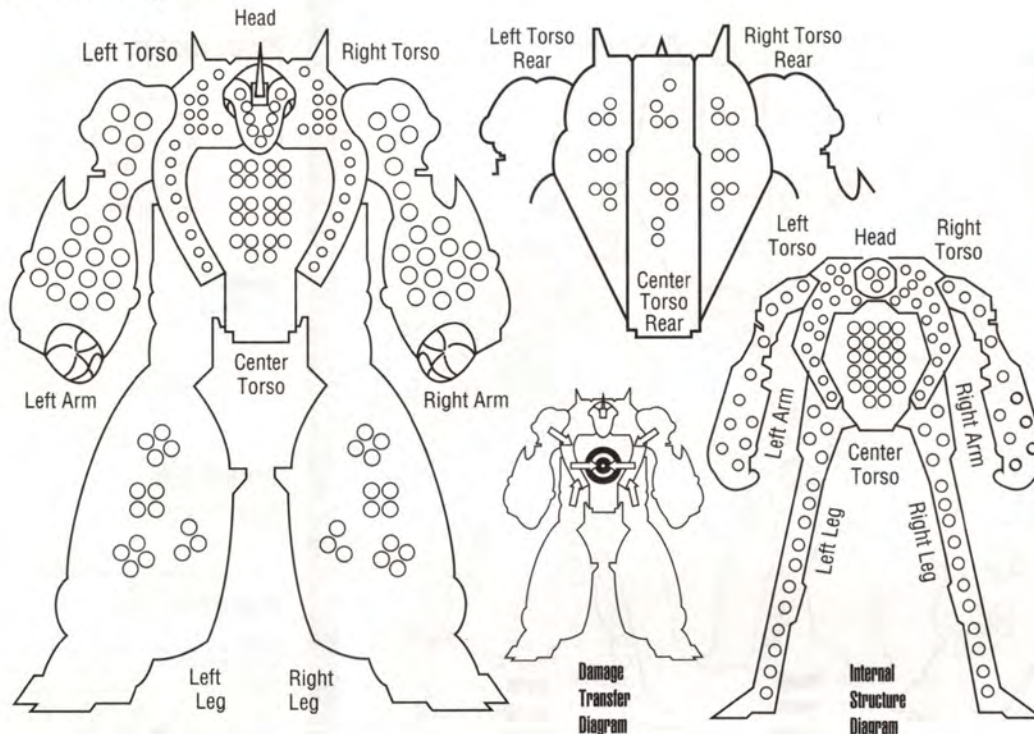
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

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Armor Diagram



Mech Data

Type: WHM-6R Warhammer
 Tonnage: 70
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	PPC	RA
1	PPC	LA
1	SRM 6	RT
1	Medium Laser	RT
1	Medium Laser	LT
1	Small Laser	RT
1	Small Laser	LT
1	Machine Gun	RT
1	Machine Gun	LT

AMMO:
 SRM 6 (15)
 MG (200)

Total Heat Sinks

○○○○○○○○○○
 ○○○○○○○○○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. PPC
 5. PPC
 6. PPC
1. Heat Sink
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

1. Medium Laser
 2. Small Laser
 3. Machine Gun
 4. Heat Sink
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Ammo (MG) 200
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. PPC
 5. PPC
 6. PPC
1. Heat Sink
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

1. Medium Laser
 2. Small Laser
 3. SRM 6
 4. SRM 6
 5. Machine Gun
 6. Ammo (SRM 6) 15
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

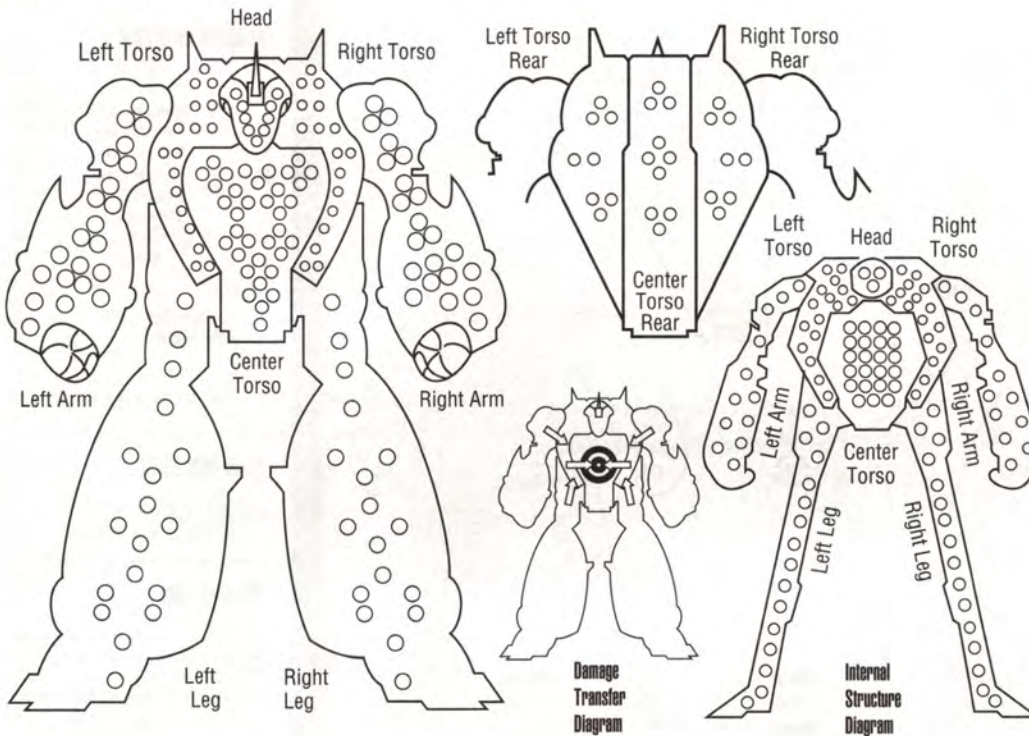
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

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Armor Diagram



Mech Data

Type: **MAD-3R Marauder**
 Tonnage: **75**
 Movement Points:
 Walking: **4**
 Running: **6**
 Jumping: **0**

Weapons Inventory

#	Type	Location
1	PPC	RA
1	PPC	LA
1	Medium Laser	RA
1	Medium Laser	LA
1	AC 5	RT

AMMO:
 AC 5 (20)

Total Heat Sinks

○○○○○○○○○○
 ○○ ○○ ○○

Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Ammo (AC 5) 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Roll Again
 6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. AC 5
2. AC 5
3. AC 5
4. AC 5
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

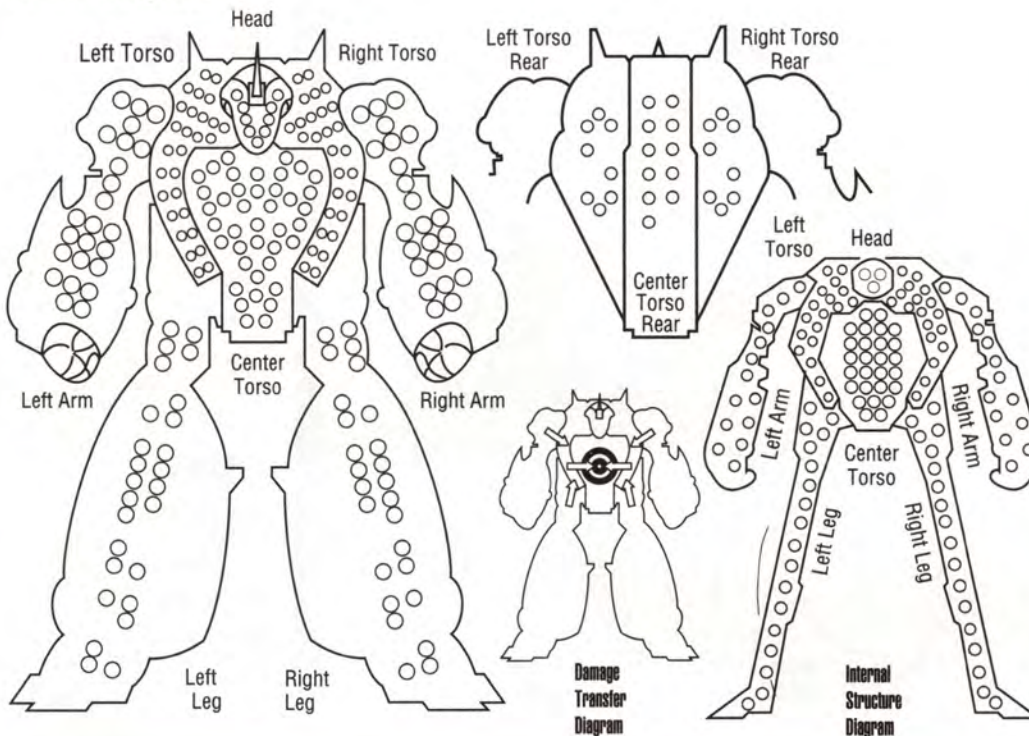
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	
07	+1 Modifier to Fire
06	
05	-1 Movement Points
04	
03	
02	
01	
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Armor Diagram



Mech Data

Type: BLR-1G Battlemaster
 Tonnage: 85
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Medium Laser	RT
1	Medium Laser	RT
1	Medium Laser	RT (R)
1	Medium Laser	LT
1	Medium Laser	LT
1	Medium Laser	LT(R)
2	Machine Gun	LA
1	PPC	RA
1	SRM 6	LT

AMMO:
 Machine Gun (200)
 SRM 6 (30)

Total Heat Sinks



Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken: (Consciousness Number)
 1st 2nd 3rd 4th 5th 6th
 (3) (5) (7) (10) (11) (Dead)

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Machine Gun
 6. Machine Gun
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

1. Medium Laser
 2. Medium Laser
 3. Medium Laser(R)
 4. SRM 6
 5. SRM 6
 6. Ammo (SRM 6) 15
1. Ammo (SRM 6) 15
 2. Ammo (MG) 200
 3. Heat Sink
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Roll Again
 6. Roll Again

Engine Hits ○ ○ ○ ○
 Gyro Hits ○ ○ ○ ○
 Sensor Hits ○ ○ ○ ○

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. PPC
 6. PPC
1. PPC
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

1. Medium Laser
 2. Medium Laser
 3. Medium Laser(R)
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
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ARC-2R ARCHER

Equipment		Mass
Total Tonnage:		70
Internal Structure:		7
Engine:	280 Vox	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	34
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	11	23
R/L Leg	15	25

Weapons and Ammo Type	Location	Critical	Tonnage
Medium Laser	LA	1	1
LRM-20	LT	5	10
Ammo (LRM) 12	LT	2	2
Medium Laser	CT (r)	1	1
Medium Laser	CT (r)	1	1
Medium Laser	RA	1	1
LRM-20	RT	5	10
Ammo (LRM) 12	RT	2	2

BLR-1G BATTLEMASTER

Equipment		Mass
Total Tonnage:		85
Internal Structure:		8.5
Engine:	340 VOX	15.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18	8
Gyro:		3
Cockpit:		4
Armor Factor:	232	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	40
Center Torso (rear)		11
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	24
R/L Leg	18	26

Weapons and Ammo Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LT	1	1
SRM-6	LT	2	3
Ammo (SRM) 30	LT	2	2
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT(r)	1	1
PPC	RA	3	7
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Medium Laser	RT(r)	1	1

CRD-3R CRUSADER

Equipment		Mass
Total Tonnage:		65
Internal Structure:		6.5
Engine:	260 Magna	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	Internal structure	Armor Value
Head	3	9
Center Torso	21	34
Center Torso (rear)		8
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	14	25

Weapons and Ammo Type	Location	Critical	Tonnage
LRM-15	LA	3	7
Ammo (LRM) 8	LT	1	1
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	LA	1	1
SRM-6	LL	2	3
Ammo (SRM) 15	CT	1	1
LRM-15	RA	3	7
Ammo (LRM) 8	RT	1	1
Machine Gun	RA	1	.5
Medium Laser	RA	1	1
SRM-6	RL	2	3

GRF-1N GRIFFIN

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	20
Center Torso (rear)		7
R/L Torso	13	20
R/L Torso (rear)		7
R/L Arm	9	14
R/L Leg	13	17

Weapons and Ammo Type	Location	Critical	Tonnage
PPC	RA	3	7
LRM-10	RT	2	5
Ammo (LRM) 24	RT	2	2
Jump Jets	LT	2	1
Jump Jet	CT	1	.5
Jump Jets	RT	2	1

LCT-1V LOCUST

Equipment		Mass
Total Tonnage:		20
Internal Structure:		2
Engine:	160 LTV	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4
	Internal Structure	Armor Value
Head	3	8
Center Torso	6	10
Center Torso (rear)		2
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	8

Weapons and Ammo Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	CT	1	1
Machine Gun	RA	1	.5

MAD-3R MARAUDER

Equipment		Mass
Total Tonnage:	75 tons	75
Internal Structure:		7.5
Engine:	300 Vlar	19.0
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16	6
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5
	Internal structure	Armor Value
Head	3	9
Center Torso	23	34
Center Torso (rear)		12
R/L Torso	16	16
R/L Torso (rear)		8
R/L Arm	12	22
R/L Leg	16	16

Weapons and Ammo Type	Location	Critical	Tonnage
PPC	LA	3	7
Medium Laser	LA	1	1
PPC	RA	3	7
Medium Laser	RA	1	1
Autocannon/5	RT	4	8
Ammo (AC) 20	LT	1	1

PXH-1 PHOENIX HAWK

Equipment		Mass
Total Tonnage:		45
Internal Structure:		4.5
Engine:	270 GM	14.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	128	8
	Internal Structure	Armor Value
Head	3	6
Center Torso	14	23
Center Torso (rear)		5
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	15

Weapons and Ammo Type	Location	Critical	Tonnage
Medium Laser	LA	1	1
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	RA	1	1
Large Laser	RA	2	5
Machine Gun	RA	1	.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5

RFL-3N RIFLEMAN

Equipment		Mass
Total Tonnage:		60
Internal Structure:		6
Engine:	240 Pitban	11.5
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		7.5
Armor Factor:	120	7.5
	Internal Structure	Armor Value
Head	3	6
Center Torso	20	22
Center Torso (rear)		4
R/L Torso	14	15
R/L Torso (rear)		2
R/L Arm	10	15
R/L Leg	15	12

Weapons and Ammo Type	Location	Critical	Tonnage
Large Laser	LA	2	5
Autocannon/5	LA	4	8
Ammo (AC) 20	CT	1	1
Medium Laser	LT	1	1
Large Laser	RA	2	5
Autocannon/5	RA	4	8
Medium Laser	RT	1	1

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SHD-2H SHADOWHAWK

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	3	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	23
Center Torso (rear)		8
R/L Torso	13	18
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	16

Weapons and Ammo			
Type	Location	Critical	Tonnage
Autocannon/5	LT	4	8
Ammo (AC) 20	LT	1	1
LRM-5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM-2	H	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5

STG-3R STINGER

Equipment		Mass
Total Tonnage:		20
Internal Structure:		2
Engine:	120 GM	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	Internal Structure	Armor Value
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo			
Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Ammo (MG) 200	CT	1	1
Medium Laser	LA	1	1
Machine Gun	RA	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

TDR-5S THUNDERBOLT

Equipment		Mass
Total Tonnage:		65
Internal Structure:		6.5
Engine:	260 Magna	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	30
Center Torso (rear)		11
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	29

Weapons and Ammo			
Type	Location	Critical	Tonnage
Machine Gun	LA	1	.5
Machine Gun	LA	1	.5
Ammo (MG) 200	LA	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Large Laser	RA	2	5
LRM-15	RT	3	7
Ammo (LRM) 16	CT	2	2
SRM-2	RT	1	1
Ammo (SRM) 50	CT	1	1

WHM-6R WARHAMMER

Equipment		Mass
Total Tonnage:		70
Internal Structure:		7.0
Engine:	280 VOX	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18	8
Gyro:		3
Cockpit:		3
Armor Factor:	160	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	22
Center Torso (rear)		9
R/L Torso	15	17
R/L Torso (rear)		8
R/L Arm	11	20
R/L Leg	15	15

Weapons and Ammo			
Type	Location	Critical	Tonnage
PPC	LA	3	7
Small Laser	CT	1	.5
Medium Laser	LT	1	1
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1
PPC	RA	3	7
SRM-6	RT	2	3
Ammo (SRM) 15	RT	1	1
Medium Laser	RT	1	1
Small Laser	RT	1	.5
Machine Gun	RT	1	.5

WSP-1A WASP

Equipment		Mass
Total Tonnage:	20 Tons	20
Internal Structure:		2
Engine:	120 GM	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	48	3
	Internal Structure	Armor Value
Head	3	4
Center Torso	6	6
Center Torso (rear)		4
R/L Torso	5	6
R/L Torso (rear)		2
R/L Arm	3	4
R/L Leg	4	5

Weapons and Ammo			
Type	Location	Critical	Tonnage
SRM 2	LL	1	1
Ammo (SRM) 50	CT	1	1
Medium Laser	RA	1	1
Jump Jets	RL	3	1.5
Jump Jets	LL	3	1.5

WVR-6R WOLVERINE

Equipment		Mass
Total Tonnage:		55
Internal Structure:		5.5
Engine:	275 CoreTek	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	12	2
Gyro:		3
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	18	20
Center Torso (rear)		8
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	16

Weapons and Ammo			
Type	Location	Critical	Tonnage
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Medium Laser	H	1	1
Autocannon/5	RA	4	8
Ammo (AC) 20	RA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

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0101

0301

0501

0701

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0102

0302

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0202

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0602

0802

LIGHT

0103

0303

0503

0703

LIGHT

LIGHT

0203

0403

0603

0803

HEAVY

0104

0304

0504

0704

0204

0404

0604

0804

LIGHT

0105

0305

0505

0705

0205

0405

0605

0805

0106

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0706

0206

0406

0606

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0107

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0607

0807

DEPTH 1
WATER

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DEPTH 1
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DEPTH 2
WATER

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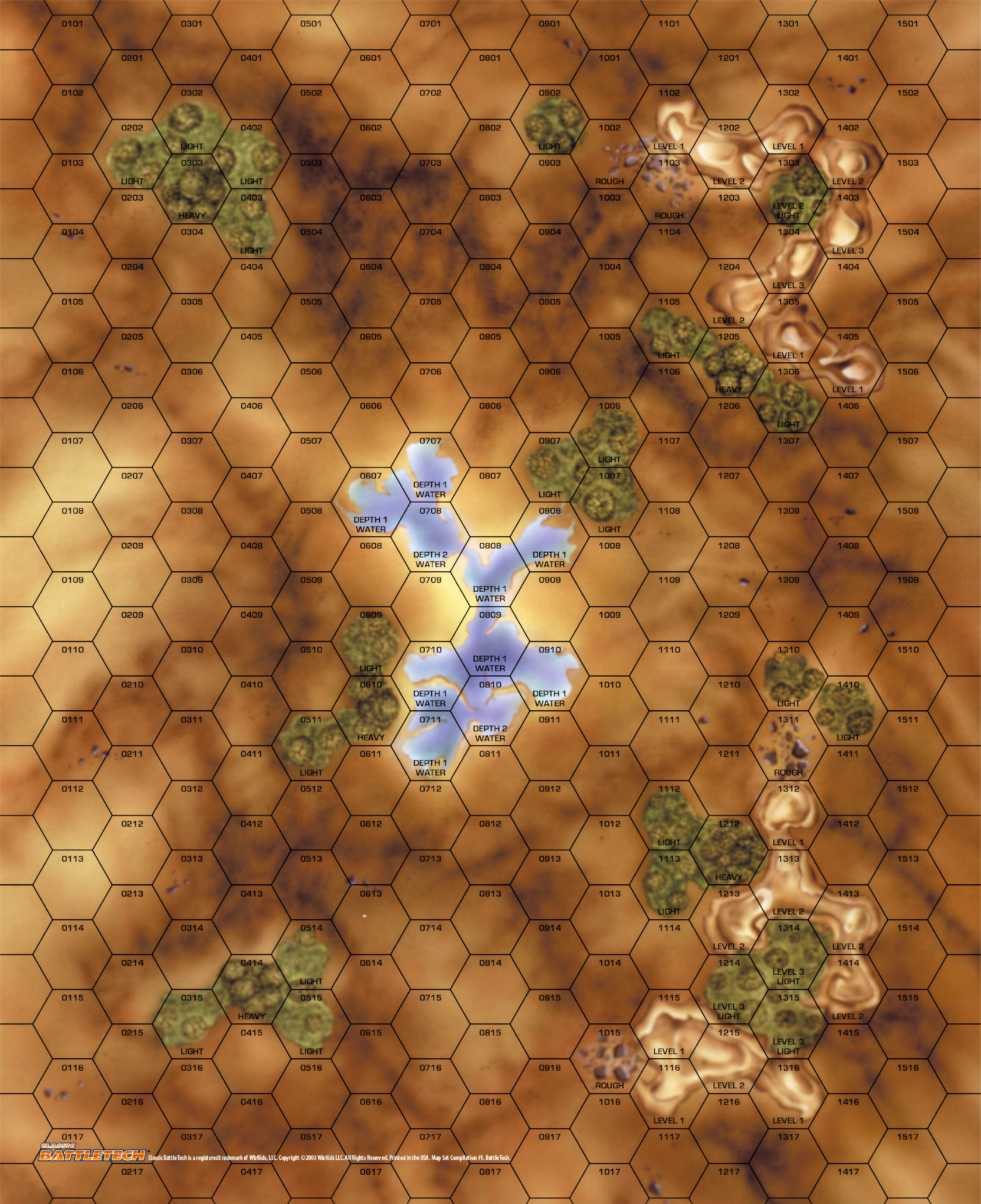
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DEPTH
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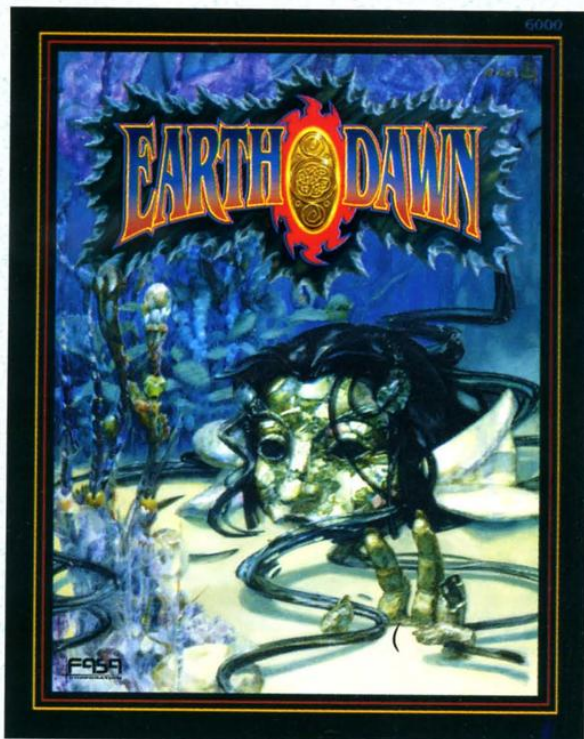


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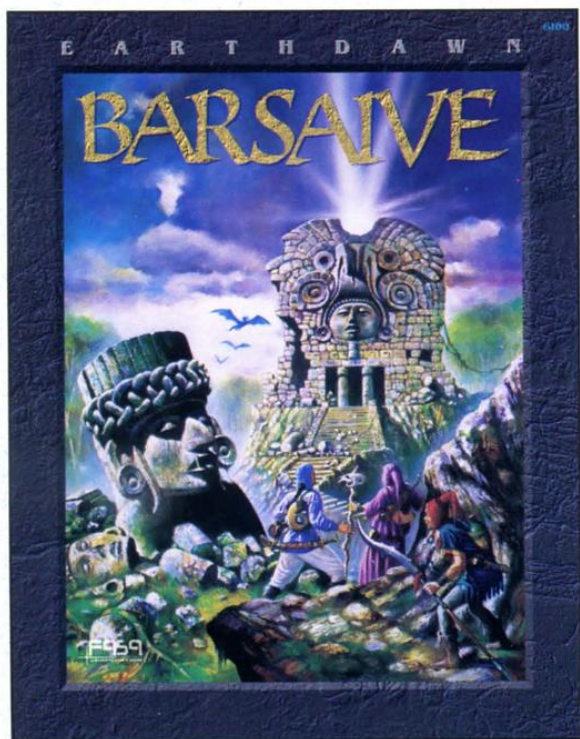
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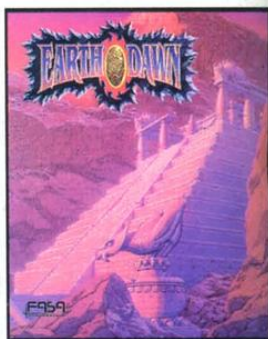


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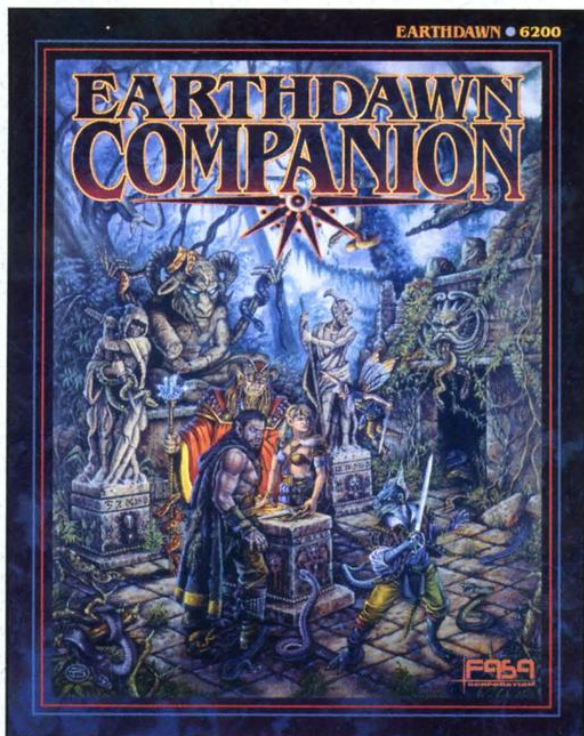
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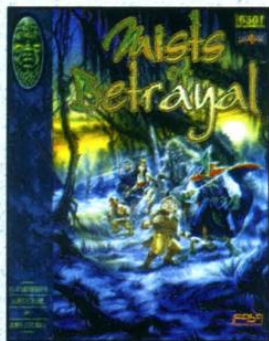
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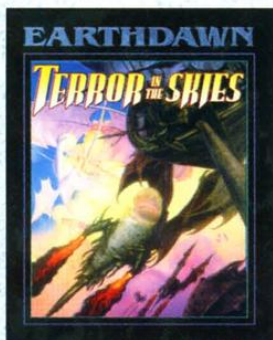
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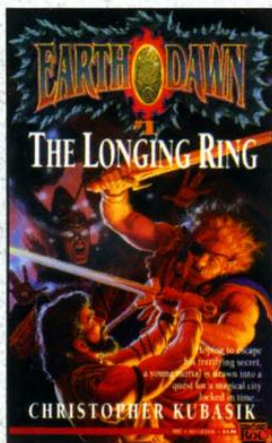
The dwarf merchant Charboyya hasn't heard from his family in months, so he sends a group of adventurers to carry a message from Bartertown to the faraway village of Hanto. But all is not as it seems, for the heroes must travel through savage hinterlands where they face unexpected danger and confront the real reason for the dwarf's family's silence.

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EARTHDAWN

NOVELS



THE LONGING RING™

Young, mute, and considered odd by his fellow villagers, J'role sets out to explore what remains of his world after the Scourge. He soon learns that the events of his life mirror those of the world around him. This is the first of a trilogy of **Earthdawn** novels by Christopher Kubasik.

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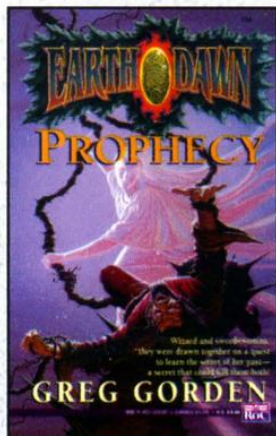
The second novel in the trilogy follows J'role through the days preceding the great Theran War, as he and his wife struggle against the darkness that still dwells in his mind.

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POISONED MEMORIES™

The third novel in the first **Earthdawn** trilogy follows J'role as he shares his story with his son, revealing the truth behind the terror that has plagued him for years, and the events that led him to reconcile his past with his present and future.

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PROPHECY™

The wizard Cymric is not quite as competent as he would have the world believe. But amazing things happen when he teams with Leandra, a swordmaster intent on finding and destroying the Horror she is destined to slay. **Prophecy** is written by Greg Gorden, co-creator of the **Earthdawn** game.

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BATTLETECH®, THIRD EDITION

The base game of the **BattleTech** universe, **BattleTech, Third Edition** hurtles you onto the battlefield in the world of 3025. Introductory rules, advanced rules, and training scenarios drop you immediately into the action.

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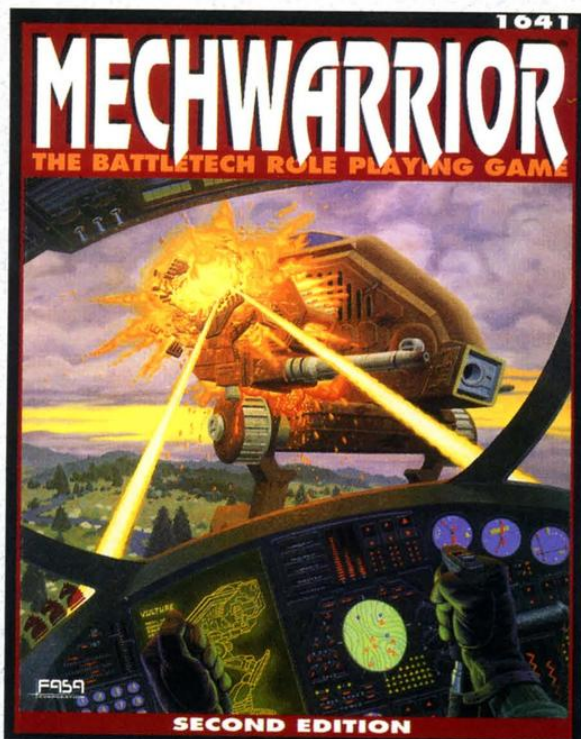
GAME SYSTEMS

MECHWARRIOR, SECOND EDITION™

The struggle for honor and glory doesn't stop when you climb out of your 'Mech. The roleplaying system for **BattleTech**, **MechWarrior, Second Edition** provides complete, updated rules for roleplaying Clan or Inner Sphere characters. This book includes details on character generation, personal combat, equipment lists, and a history of the **BattleTech** universe. Color illustrations of the uniforms and equipment used by prominent personalities in all five Houses and six Clans are also included.

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GAME SYSTEMS

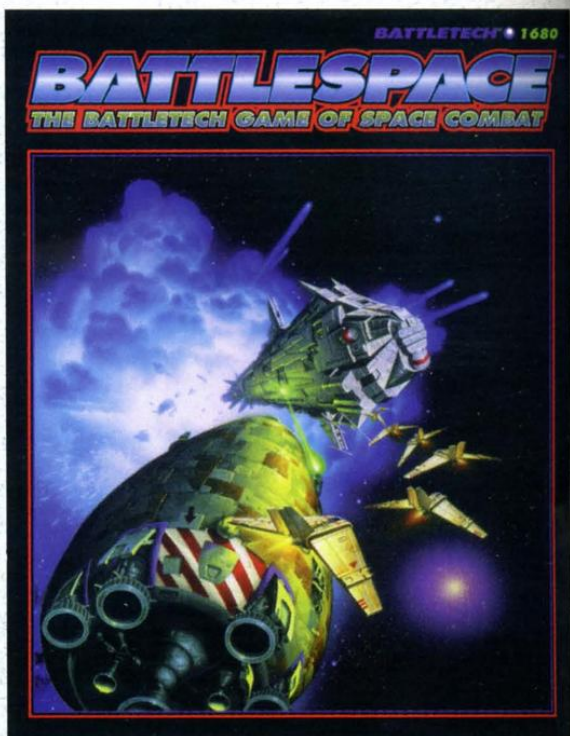
BATTLESPACE™

Getting there is half the battle. **BattleSpace** is the system of space combat between JumpShips, DropShips and WarShips in the 31st century. Fully compatible with **BattleTech** and **AeroTech**, this large-scale ship combat game adds a new dimension to the wars of the future.

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GAME SYSTEMS



BATTLETECH COMPENDIUM™

The ultimate resource for the player. Clear, concise rules clarifications and examples will help streamline play. Also included are rules for 'Mech construction, Star League technology, and the invading Clans. Optional rules are included for miniature play, environmental effects on the battlefield, and more. Loaded with color pictures illustrating combat in the 31st century.

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Cities are the most dangerous environment for 'Mechs to operate in. **CityTech®** presents **BattleTech's** rules of engagement in an urban setting. Rules detail infantry mobility, the effects of buildings on target acquisition, and accessibility for armored vehicles. This boxed game includes a 48-page rulebook with detailed vehicle-generation rules; 'Mech, vehicle, and infantry playing pieces with plastic stands; two 22" x 17" city map sheets; several sheets of die-cut building counters; and two dice.

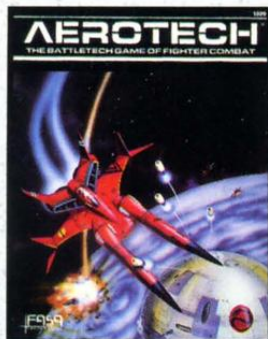
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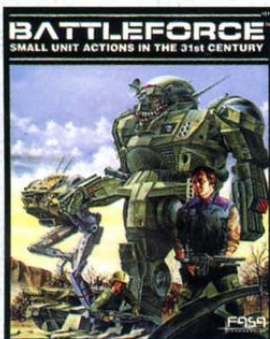


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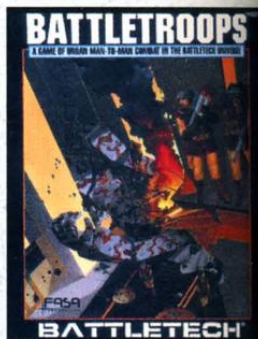


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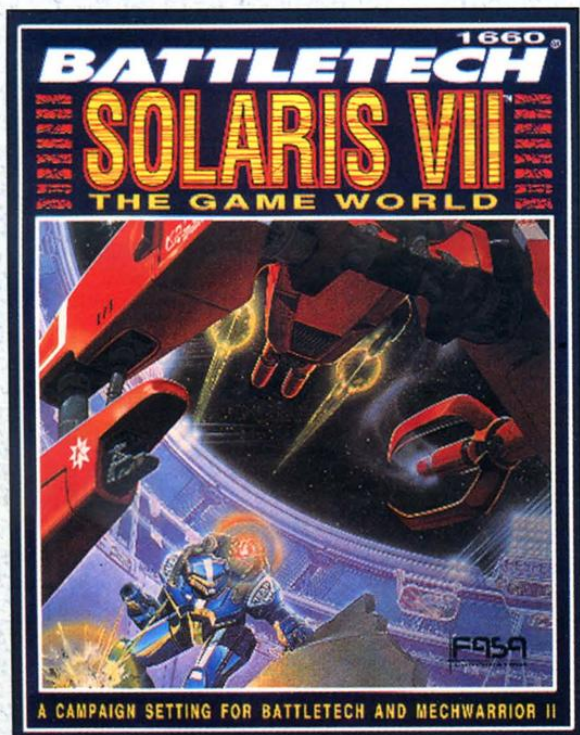
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BATTLETECH

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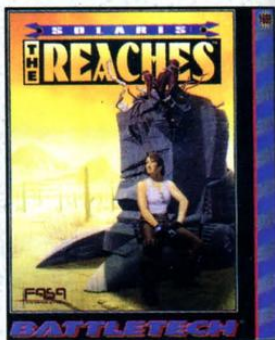


SOLARIS VII™

Experience the life of a **MechWarrior** gladiator! Clash in head-to-head combat in the arenas, and meet the patrons of the premier stables in this boxed supplement for use with **BattleTech** and **MechWarrior**. **Solaris VII** includes a full-color map of Solaris City; a gazetteer of the Game World; a gamemaster's guide; a full-color map for each of the five arenas run by the Great Houses of the Inner Sphere; twelve cards depicting new dueling 'Mechs; and a booklet of record sheets.

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SOLARIS: THE REACHES™

Solaris VII boasts many arenas where spectators can watch skilled MechWarriors test their talents in the latest BattleMech designs. But not all those arenas are the comfortable venues in the travel brochures. In the Reaches, a MechWarrior must constantly watch his back—whether inside his 'Mech or out. **Solaris: The Reaches**, an expansion set for Solaris VII, includes a rulebook/sourcebook with information about Solaris' seedy side, Solaris stats for the newly available Clan weapons, and five new full-color maps of arenas where any contender can reach the top...or die trying.

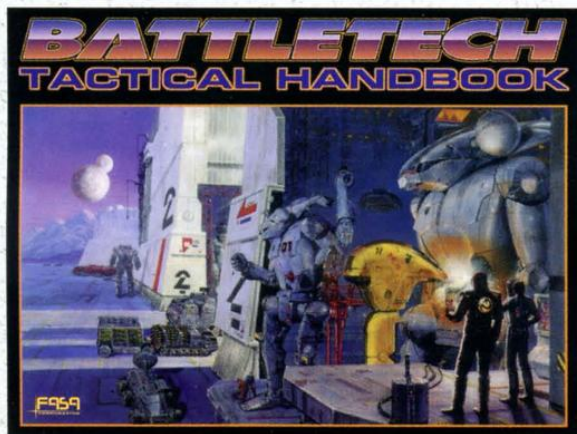
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BATTLETECH

SUPPLEMENTS & EXPANSIONS



BATTLETECH TACTICAL HANDBOOK™

The **BattleTech Tactical Handbook** is an advanced-rules supplement for the **BattleTech** game universe. The **Handbook** provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double-blind games, formulas for calculating the combat values of all **BattleTech** combat units, detailed descriptions of advanced weapon systems, and more make the **BattleTech Tactical Handbook** a necessity for the serious **BattleTech** player.

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ClanTroops pits Inner Sphere infantry against Clan Elementals in more environments and situations than ever before. **ClanTroops** is a supplement to the **BattleTroops** game, offering rules expansions for dealing with new terrain, equipment, and both Inner Sphere and Clan battle armor. **ClanTroops** also contains 16 scenarios, a variety of full-color counters, and new mapsheets featuring rural settings.

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REINFORCEMENTS II™

This boxed supplement contains counters and record sheets for all the 'Mechs found in **BattleTech Technical Readout: 3050**.

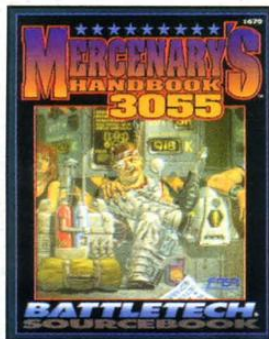
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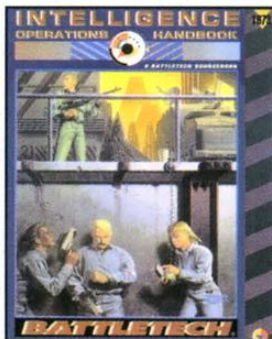
SOURCEBOOKS



MERCENARY'S HANDBOOK: 3055™

The **Mercenary's Handbook: 3055** updates the many changes in the **BattleTech** universe since the product was first released. This edition brings events current to the year 3055, and includes an adventure generator, an Outreach sourcebook, and up-to-date information on mercenary units of note, including Wolf's Dragoons and the Gray Death Legion. The **Mercenary's Handbook: 3055** is compatible with **MechWarrior** and provides new archetypes and notes on creating **MechWarrior** campaigns using mercenary units.

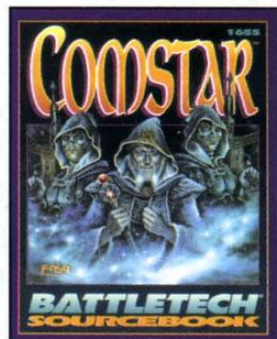
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BATTLETECH INTELLIGENCE OPERATIONS HANDBOOK™

This sourcebook for use with **BattleTech** and **MechWarrior** describes the shadow war that the Inner Sphere's intelligence organizations have been waging for centuries. Intelligence operations may be the Houses' greatest weapon against the Clans, or against each other. Includes the history and current activities of each Inner Sphere and Inner Sphere-based Clan intelligence organization, and provides new archetypes and personal equipment suitable for use in any intelligence-based campaign.

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COMSTAR SOURCEBOOK™

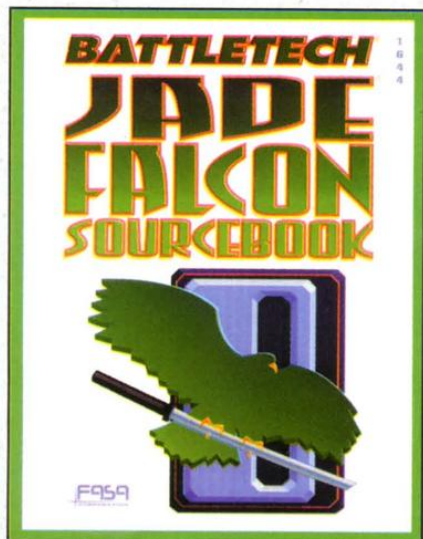
For centuries, ComStar has guided the destiny of the Inner Sphere by controlling the flow of information between the stars. A veil of ignorance and superstition protects their secrets from any who would oppose their sacred quest. The **ComStar Sourcebook** examines ComStar and its militant splinter sect, the Word of Blake, exploring their history, beliefs, organization, and military capabilities in detail. Also includes new **BattleTech** and new ComStar archetypes for use with **MechWarrior**.

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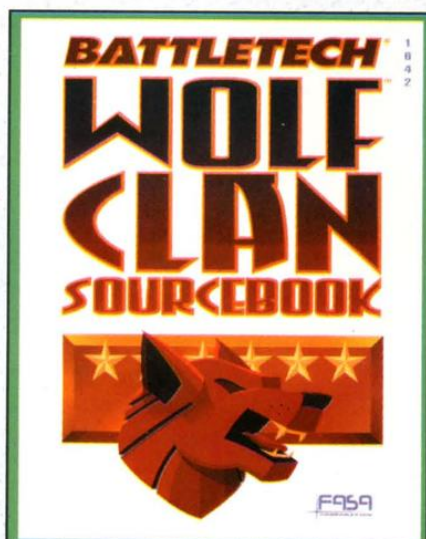


JADE FALCON SOURCEBOOK™

In the year 3050, the defenders of House Steiner were overwhelmed by OmniMechs bearing the crest of Clan Jade Falcon. The **Jade Falcon Sourcebook** describes in detail the history, culture, and military organization of Clan Jade Falcon. Included are full rosters for the forces that participated in the invasion of the Inner Sphere, and **BattleTech** game stats for 'Mechs unique to Clan Jade Falcon.

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WOLF CLAN SOURCEBOOK™

Who are the Clans? Where do they come from? What do they really want? This sourcebook reveals the history, culture, and military capabilities of one of the premier Clans, Clan Wolf. Learn about the internal hierarchy, military tactics, personalities, and unique BattleMechs of this fearsome group.

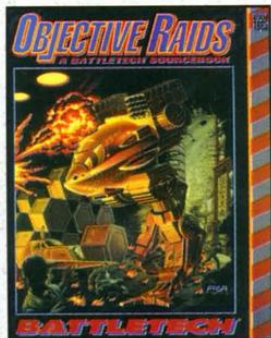
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Military operations in the Inner Sphere are dominated by quick-and-dirty raids. 'Mechs drop from space, a firefight spells the end of a local garrison, and, before the defending forces can respond, the objective is taken.

Objective Raids provides information on the arrisons and commercial and military facilities of more than 100 planets in the Inner Sphere, allowing gamemasters to design and judge raiding missions for their players.

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These dossiers present the most comprehensive information available on the Successor States of the Inner Sphere. A fold-out star map of each state is included.

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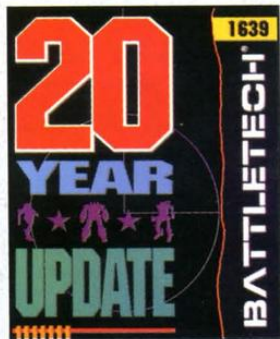
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BATTLETECH 20-YEAR UPDATE™

Time marches on in the **BattleTech** universe, from the end of the Fourth Succession War to the year 3050. The biggest news is the merger of the Steiner and Davion empires, creating the strongest realm since the Star League. Com Guards, ComStar's powerful armed forces, are now posted in every realm. This book provides the link between the **BattleTech** universe of the 3020s and events after 3050.

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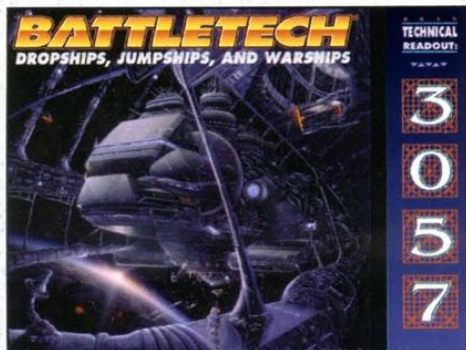
MechWarrior 2: The Clans is available on IBM and compatible CD-ROM and 3.5" disks. To order see your local retailer or call (800) 477-3650.

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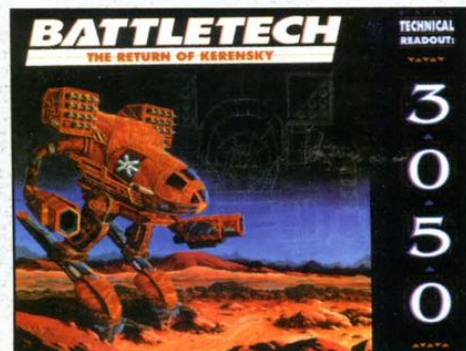


BATTLETECH TECHNICAL READOUT: 3055™

By 3055, the first of a new breed of BattleMechs rolled off the assembly lines of the Inner Sphere. **Technical Readout: 3055** contains illustrations and statistics of new Inner Sphere BattleMechs, Clan OmniMechs, and second-line Clan 'Mechs. Includes 16 pages of color illustrations.

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BATTLETECH TECHNICAL READOUT: 3050™

The Clans invaded the Inner Sphere using tougher and faster 'Mechs than anything the Successor States have seen before. **Technical Readout: 3050** offers new weapons and sensor systems, upgrades of older 'Mech designs, and Clan Omni-Mechs, and describes Clan Elementals.

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BATTLETECH

TECHNICAL READOUTS

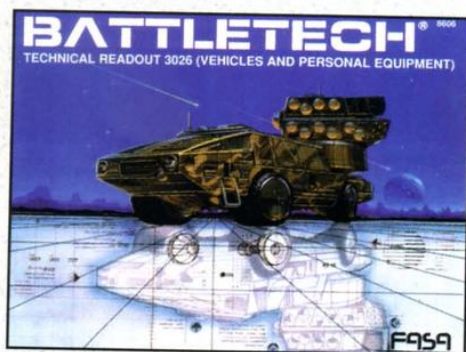


BATTLETECH TECHNICAL READOUT: 2750™

The Succession Wars ended a golden age of prosperity. The war machines of that age are now the weaponry of the Successor States. This guide describes the 'Mechs, vehicles, and equipment built during the golden age of the Star League.

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A comprehensive guide to military hardware in the 31st century. Includes: detailed descriptions and illustrations of vehicles, tanks, and personal equipment. This readout covers everything from small arms to anti-'Mech missiles!

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The original tech readout! This book covers all the 'Mechs found in the Inner Sphere. Includes: statistics, illustrations, and history for 55 BattleMechs, 15 aerospace fighters, 12 vehicles, and accessories.

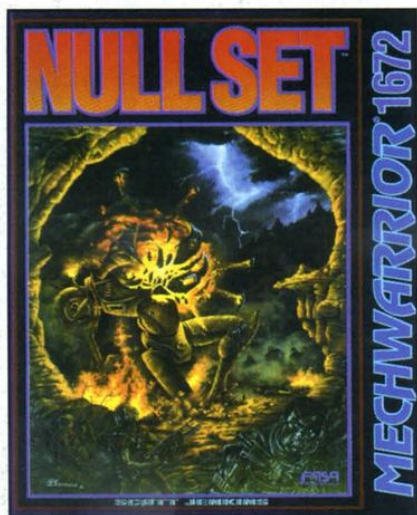
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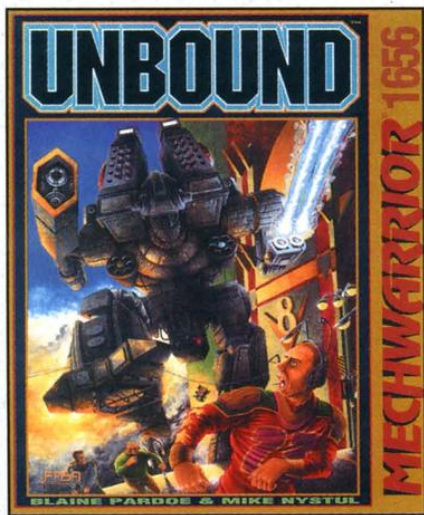
NULL SET™

A good unit often improvises on the battlefield. And when that battlefield sets your unit down between ComStar and the Word of Blake, you have to think fast and strike hard. In this adventure for use with **MechWarrior**, your characters make tough decisions that will end in death or glory.

This adventure also includes source material on the planet Outreach, home of Wolf's Dragons.

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UNBOUND™

This adventure brings players to the Game World of Solaris. They are hired to investigate a mysterious stable fielding powerful 'Mechs of unknown origin, and are drawn into a deadly struggle that could change the balance of power in the Inner Sphere. Unbound features weapons variants for **BattleTech** and can be used as an introduction to the **Solaris VII** campaign setting.

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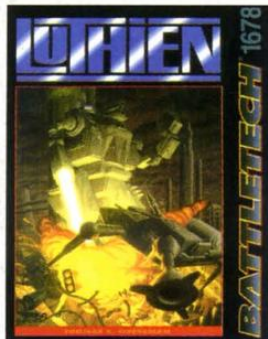
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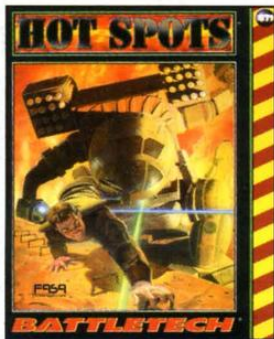
SCENARIOS



LUTHIEN™

The Clan invaders cut a bloody swath through the Inner Sphere during their drive toward Terra, and one of the devastated planets left in their wake was Luthien, the capital world of the Draconis Combine. The **Luthien** scenario pack details the entire campaign for the planet, allowing players to recreate this key battle of the Clan invasion, and also provides full-color, full-size maps.

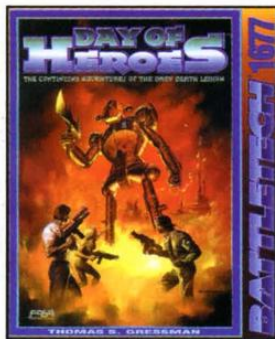
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HOT SPOTS™

A mercenary without a contract is just a guy with a 'Mech. **Hot Spots** is a book of contracts for your **BattleTech** and **MechWarrior** campaigns that will take your unit to the most dangerous corners of the Inner Sphere and the Periphery. Negotiate your terms and be sure of your goals, because some of these jobs are a lot more than they seem.

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DAY OF HEROES™

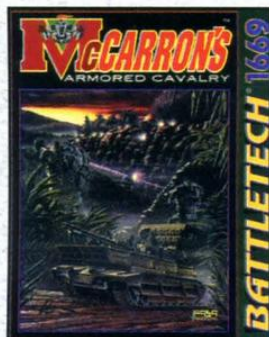
This scenario pack details the battle for Glengarry, supplying all the information players need to recreate the campaign fought by Alex Carlyle during the Skye March Rebellion as recounted in the **BattleTech** novel **Blood of Heroes**.

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BATTLETECH

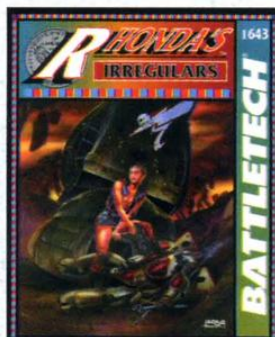
SCENARIOS



MCCARRON'S ARMORED CAVALRY™

This scenario book features one of the toughest mercenary units to come out of the Inner Sphere in decades. It provides a complete history of the unit, detailed tables of organization and equipment, and a campaign-length scenario with optional rules for creating deadly installations.

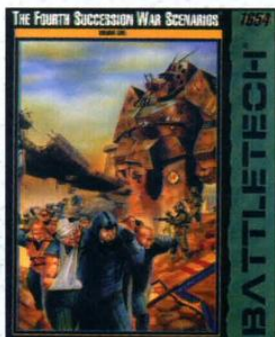
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RHONDA'S IRREGULARS™

This scenario pack chronicles the Irregulars' history, beginning with Cranston Snord's discharge from Wolf's Dragoons, continuing through their actions in the Fourth Succession Wars, and including Operation Merlin, the Irregulars' foray into Clan territory. This book also includes new 'Mechs and vehicles used by the Irregulars, their unit rosters, and personnel files.

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FOURTH SUCCESSION WAR SCENARIO PACK™

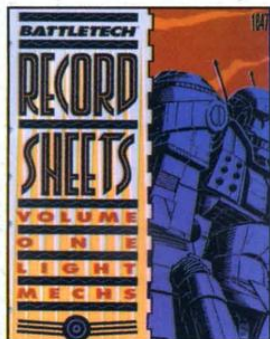
This scenario pack contains battles from along the Davion/Liao front, the Steiner/Kurita front, and a series of engagements between Wolf's Dragoons and their former employer, the Draconis Combine.

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BATTLETECH

GAME AIDS



BATTLETECH RECORD SHEETS™

Each of these four books provides statistics on more than 45 'Mechs from the 2750, 3025, and 3050 eras of Inner Sphere history, including variants from **Tech Readouts 3025** and **3050**, all of the designs from **Tech Readout: 2750**, and 'Mechs from various sourcebooks and modules.

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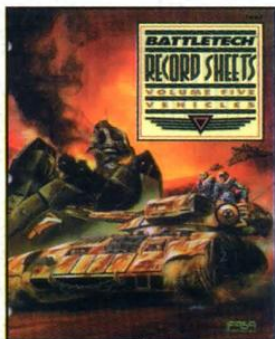
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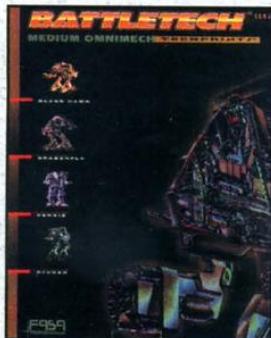
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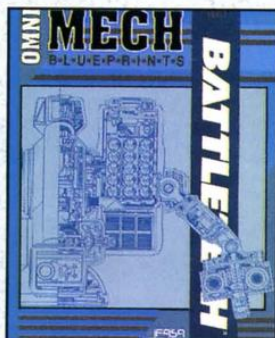
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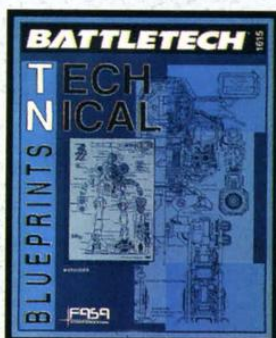
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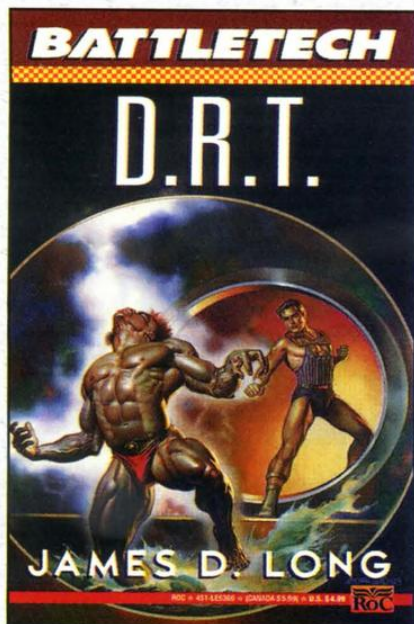


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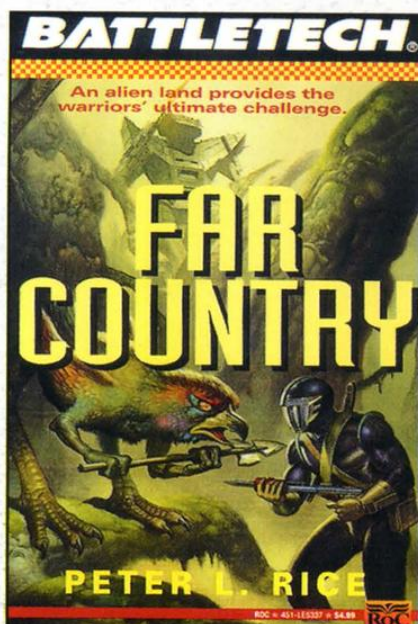


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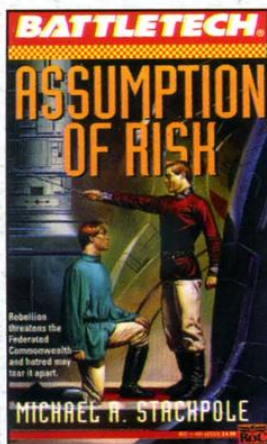
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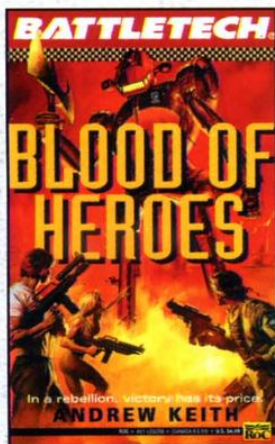
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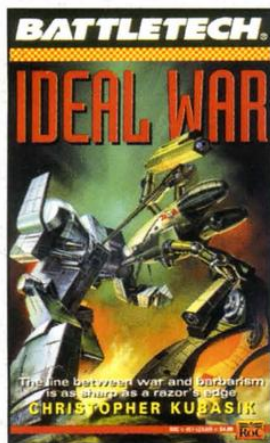
It's not the easiest thing in the Sphere to start a mercenary unit. It's even harder if your mission is to take on the Clans. Jeremiah Rose, a dispossessed MechWarrior, is on a quest for 'Mechs, warriors, and money; a quest that takes him to the pits of Solaris VII, pits him against Wolf's Dragoons, and lands him face to face with Clan Jade Falcon. A **BattleTech** novel by James Long.

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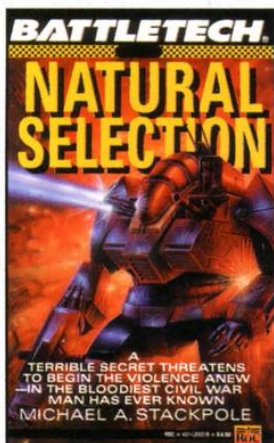


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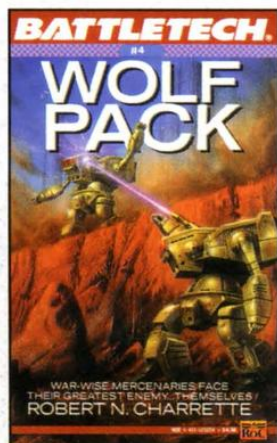


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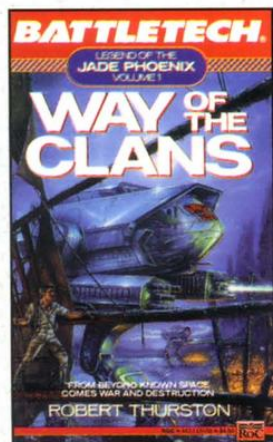
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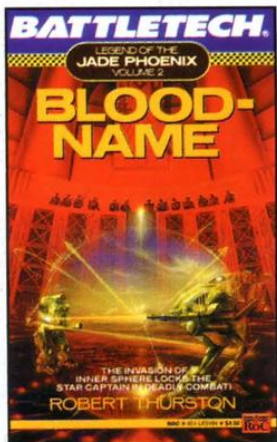
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NOVELS



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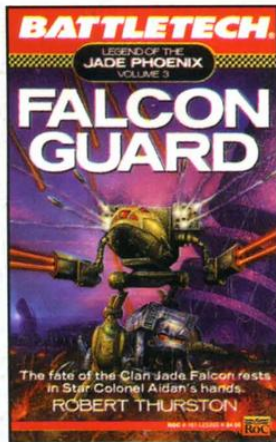
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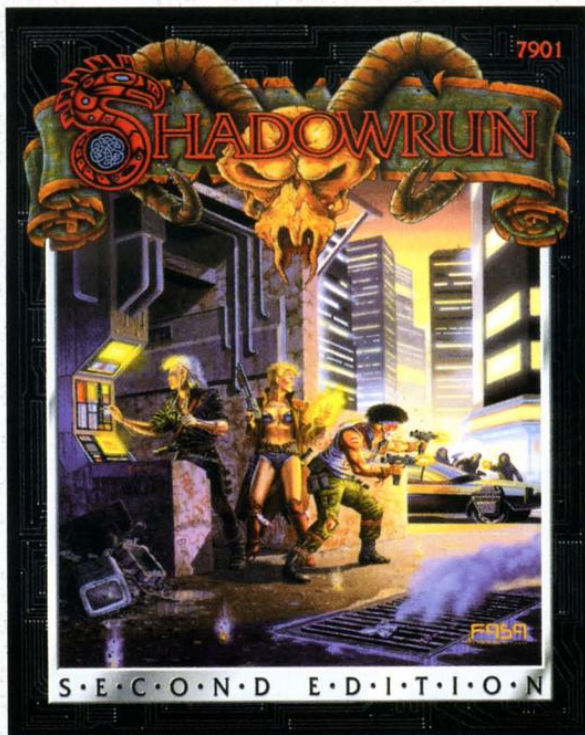


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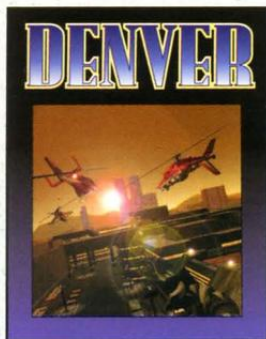
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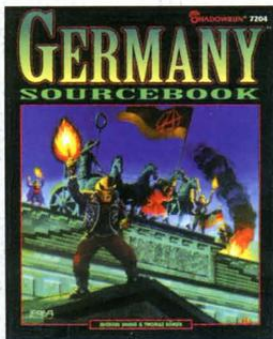


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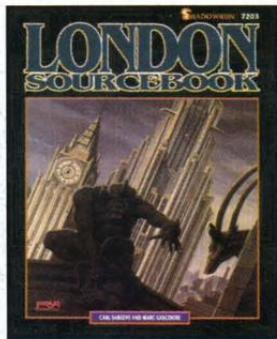
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LONDON SOURCEBOOK™

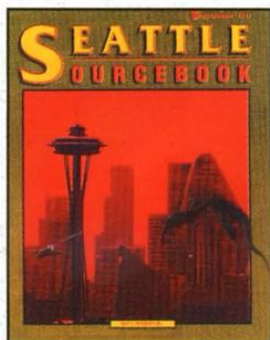
London, 2050. From greater London to Liverpool, the London sprawl has spread like a cancer over the English countryside. It's a dangerous place, where cyberware and magic are strictly regulated and unlicensed use brings harsh penalties. The **London Sourcebook** gives the player a complete briefing on Britain and the Sprawl. This excellent companion to the **Seattle Sourcebook** covers street guides, laws, politics, royalty, places to go, and things to do.

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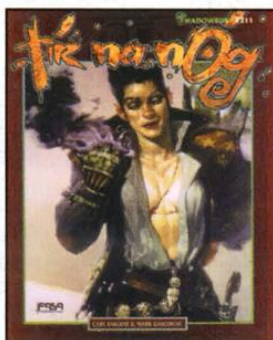
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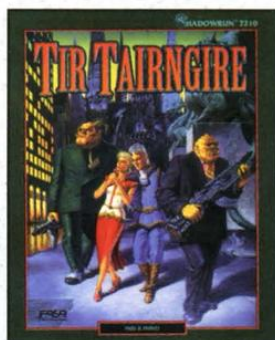
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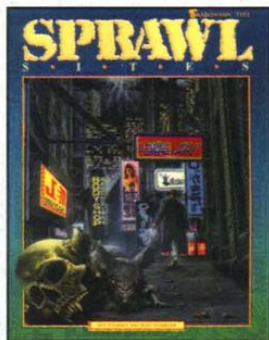
This book gives readers a look behind the curtain at the elven land of **Tír Tairngire**. After years of secrecy, the truths are finally revealed. This **Shadowrun** sourcebook by Nigel Findley (**2XS, Neo-Anarchists' Guide to Real Life**) answers the questions of who's who, what's what, and why.

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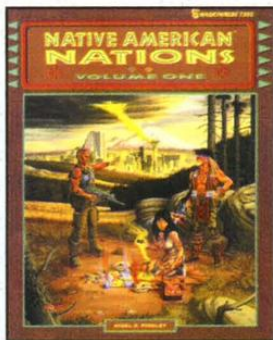


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This sourcebook for **Shadowrun** includes encounters of every type, introducing your runners to everything from blood-crazed gangs and mystic magicians to mild-mannered orks and back-stabbing corporate cops. **Sprawl Sites** also includes location archetypes from all parts of town, 8 player archetypes, and dozens of non-player contacts. Add in the additional essays and rules concerning sprawl law and credsticks, and you've got a whole new adventure on your hands...

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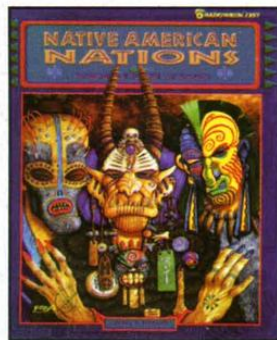


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Native American Nations: Volume Two contains source material on the Algonkian-Manitoo Council, the Athabaskan Council, the Trans-Polar Aleut Nation, and the Tsimshian Nation. Also included is the adventure **Eye of the Eagle**, which involves the runners in a potentially disastrous internal tribal conflict.

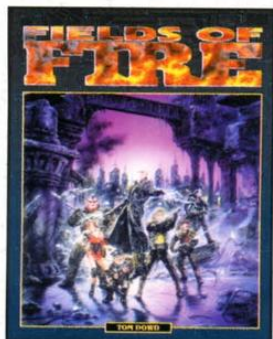
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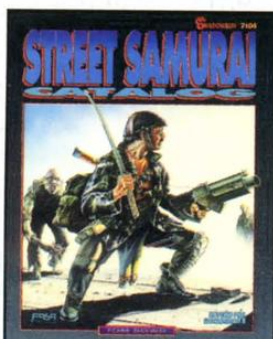
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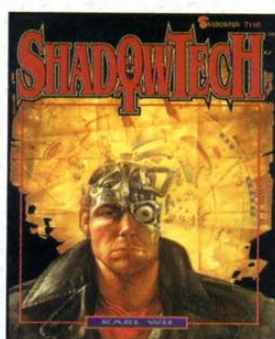
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Everything any street samurai worth his spurs wants to pack. Guns, gear, cyberware, body armor: it's all here, and more! The **Street Samurai Catalog** has been revised to include game statistics for the new **Shadowrun, Second Edition** rules. Players who have the original **Street Samurai Catalog** and **Shadowrun, Second Edition** do not need to purchase this book.

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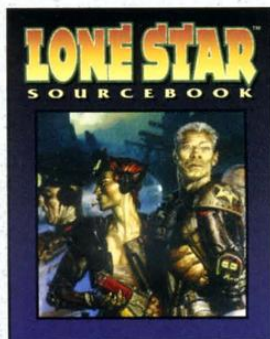
From adrenaline-boosting bioware to headware cyberdecks to sensory enhancements, **Shadowtech** is a must-have for the truly serious shadowrunner. A perfect companion to the **Street Samurai Catalog**, **Shadowtech** is the personal-technology sourcebook for **Shadowrun**.

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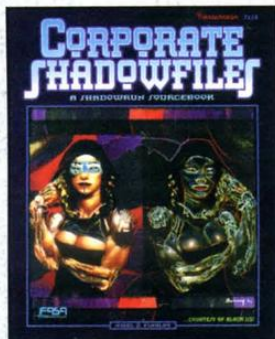
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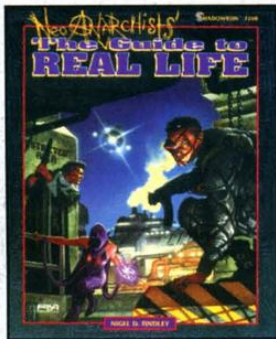
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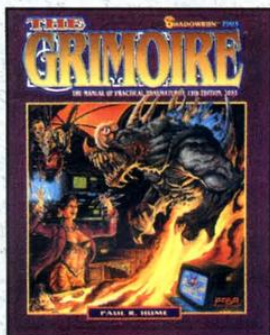
Those fun-loving anarchists speak out on everything from mass transit and security systems to coffin motels. The **Neo-Anarchists' Guide to Real Life** presents interesting, useful information about the **Shadowrun** world in a fictional format, as well as new, specific game systems for each of the subjects covered. A required sourcebook for those who want to know even more about the workings of the world of **Shadowrun**.

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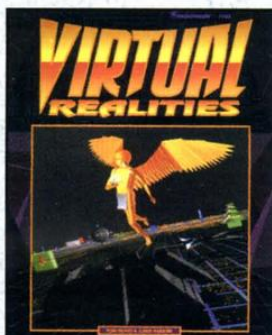
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The **Grimoire** is the book of magical power for the **Shadowrun** world. The **Grimoire** includes rules on spell design, finding and forming magical groups, initiation into higher forms of magic, enchanting, alchemy, free and ally spirits, exploration of the metaplanes, powerful magical threats, and much more.

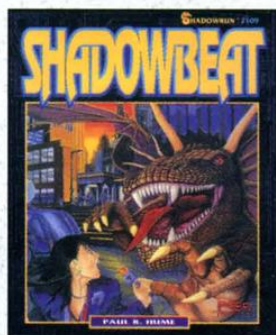
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SHADOWBEAT™

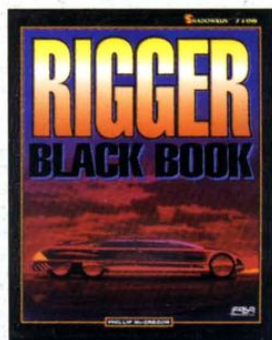
A sourcebook for the multimedia industries of the 2050s, **Shadowbeat** includes overviews and analyses of the trideo, simsense, news, and music industries, as well as popular sports such as Urban Brawl and Combat Biker! **Shadowbeat** also contains new contacts and **Shadowrun** rules.

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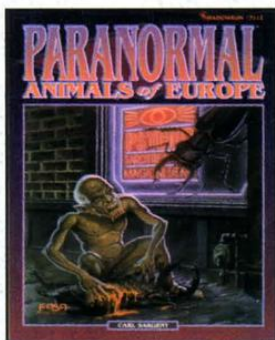
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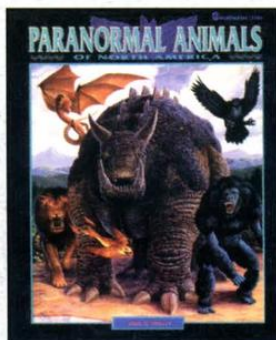
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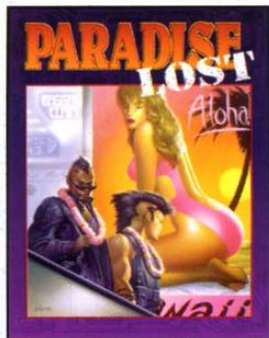


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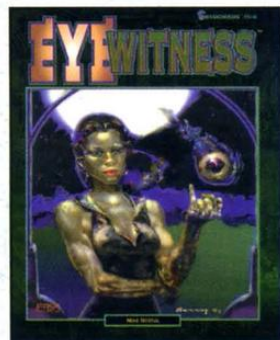
Shadowrun players have come to demand in their adventures. The book also features a section of source material that describes the history and socio-political situation of the islands.

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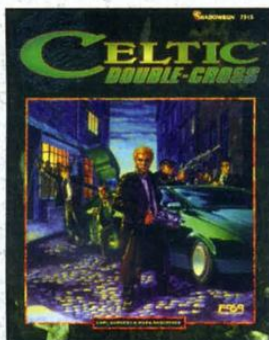
Parts is parts, some say. But when one of those parts contains the reasons for murder, betrayal, corporate espionage, and...cannibalism, can a shadowrun be far behind? This adventure for the **Shadowrun** game system takes the runners across Seattle, into its depths and boardrooms, and its very darkest corners. Written by Mike Nystul.

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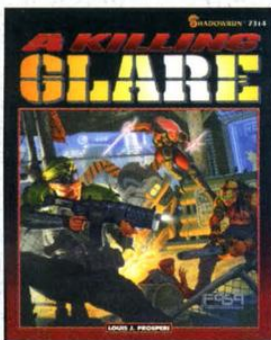


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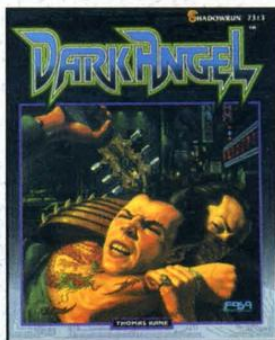
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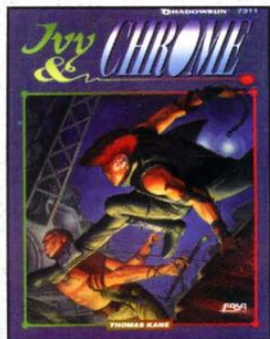
When the only known recording of a late, great, street musician appears in the hands of a major record company, it's up to the runners to find out the truth. Just what was the corp willing to do to get that recording?

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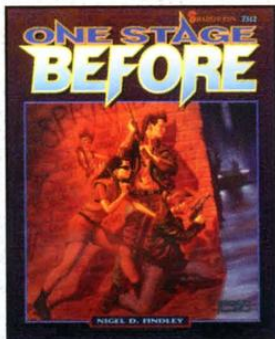
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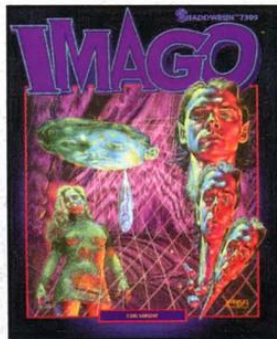
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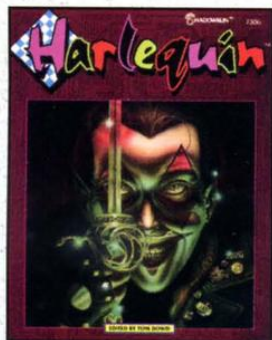
There's bound to be trouble when Mr. Johnson imports Seattle-based shadowrunners to take care of business in the United Kingdom. The run takes the runners through Scotland, the city of Edinburgh, and to darker corners of the Matrix than they ever dreamed existed. It's a complex puzzle of betrayal, friendship, isolation, hatred, blinding love, vengeance, and, in the most bizarre twist of all—life after death. An adventure for **Shadowrun**.

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Who is going to all this trouble, and why? The intricate series of subplots in this adventure will enhance any existing **Shadowrun** campaign. This multi-part roleplaying campaign challenges players with a complex tale of intrigue and revenge.

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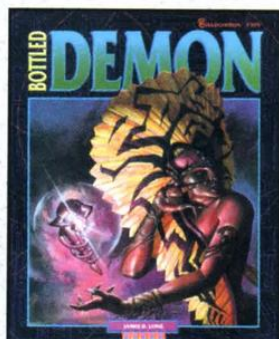
Shamans are wizards who channel their power from an ancient totem, be it Wolf, Bear, or Snake. The totems have motivations and personalities in the world of man, but a power that is far superior. What drives the god-spirits of an insect totem? Players find out, face to face, in this **Shadowrun** adventure.

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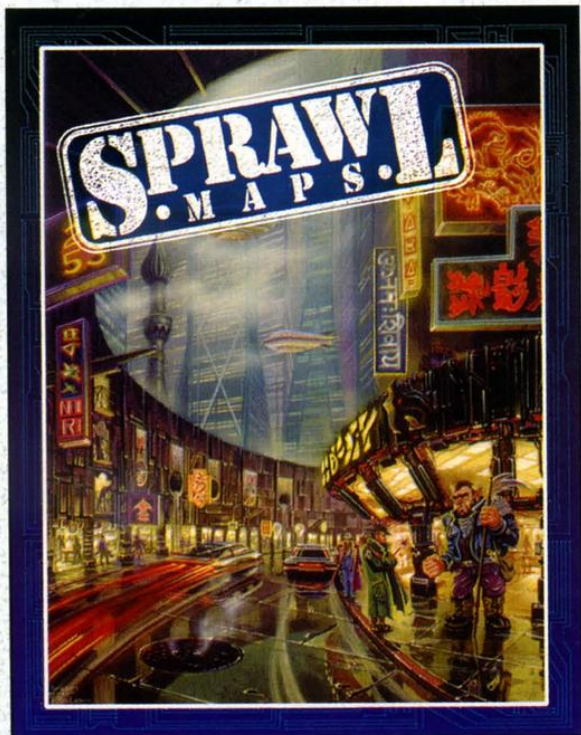
The shadowrunners meet a disturbed man who hires them as bodyguards on a business deal. Now the man is dead and the runners are left holding the bottle—a mysterious artifact covered with ancient, cryptic symbols. The most sensible advice the runners receive is the one thing they can't seem to do—get rid of it! No Deposit...No Return...Please dispose of properly.

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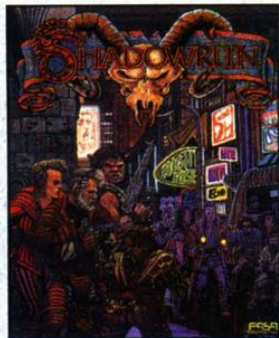


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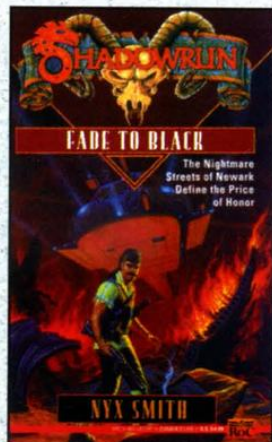
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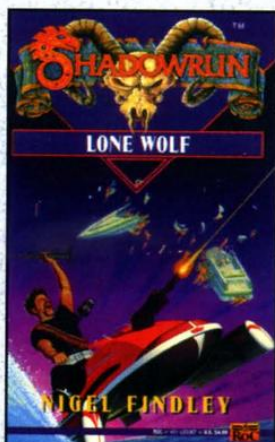
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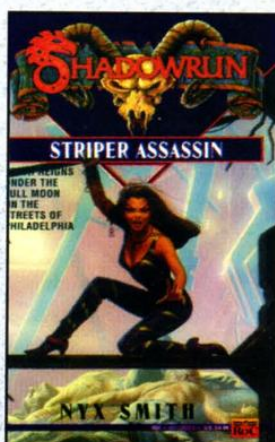
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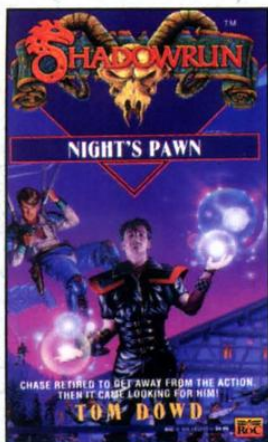
Striper: Assassin continues Nyx Smith's story of the Striper character from the **Into The Shadows** anthology.

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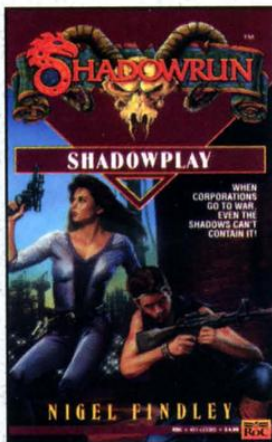
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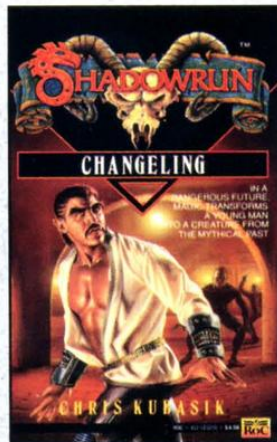
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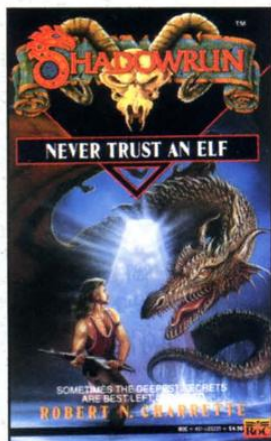
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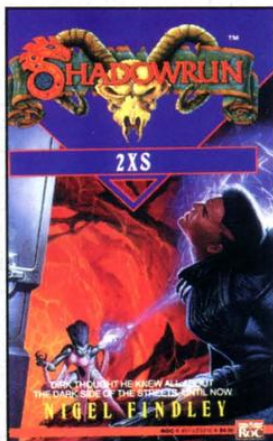
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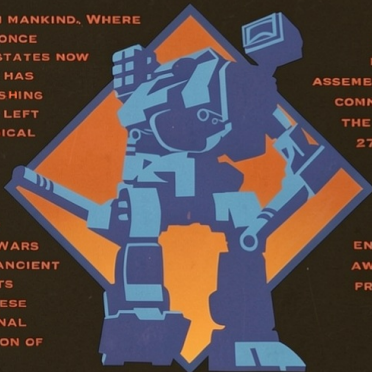
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A DARK AGE HAS BEFALLEN MANKIND. WHERE THE UNITED STAR LEAGUE ONCE REIGNED, FIVE SUCCESSOR STATES NOW BATTLE FOR CONTROL. WAR HAS RAVAGED THE ONCE-FLOURISHING STAR LEAGUE WORLDS AND LEFT THEM IN RUINS. TECHNOLOGICAL ADVANCEMENT HAS NOT ONLY CEASED, BUT THE MACHINES AND EQUIPMENT OF THE PAST CANNOT BE PRODUCED BY PRESENT-DAY WORLDS. THE SUCCESSION WARS ARE FOUGHT OVER WATER, ANCIENT MACHINES, AND SPARE PARTS FACTORIES. CONTROL OF THESE ELEMENTS WILL LEAD TO FINAL VICTORY AND THE DOMINATION OF KNOWN SPACES.



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A Game for 2 or more players.
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